Acclaim

INSIDE:

EXCLUSIVE!

MORTAL KOMBAT II

1ST MEGADRIVE SHOTS !!

VIRTUAL BART

ITCHY & SCRATCHY

MAXIMUM CARNAGE

THE DUEL, DREDD, BATMAN FOREVER

COMPLETE ACCLAIM INDEX

MEAN MACHINES SEGA

ACCLAIM-ED!

THE COMPLETE ACCLAIM GUIDE TO 1994 AND BEYOND...

COMING

MAXIMUM CARNAGE

There was a time when superheroes were people who dressed up in tights and fought crooks with strange names. It took Batman years to meet people like Two-Face, and the only menace Superman ever used to face was ripping his tights. Now, however, Batman's a much darker kind of guy and Superman was bumped off (only he wasn't) in 'The Death Of Superman.' Even the Hulk's dropped his 'Incredible' tag and got himself a decent haircut. Now it's Spiderman's turn to face a baddie reinvented for the '90s — and Acclaim are set for a rumble. Maximum Carnage pits Spidy against the titular clone creature in a series of Final Fight-style stages. Using his fists and webbing abilities, fourteen stages of beat 'em up action stand between our hero and a battle to the death against Carnage. Acclaim's US division are handling the coding chores for Carnage, and a full preview should follow extremely soon.

SOON

THE NEXT LEVEL...

Acclaim's first move into next generation technology has been used to put together a smart-looking fight sequence. Duel exists as a rolling demo demonstrating what the new wave is capable of. The demo shows a humanoid fending off attacks from a reptilian alien. During the demo, the action jumps from cut to cut in true cinematic form, with the action

viewed from a number of angles. The sprites are massive, and were put together using techniques where the two actors playing the combatants playing out the moves, whilst a series of sensors linked to a powerful PC transfer their movement patterns into data. The sensors are positioned on key parts of the bodies and the PC links the points to create a skeleton which is fleshed out into the two characters seen on screen. Acclaim haven't decided what will happen with the system yet, but keep watching MEAN MACHINES for further info.

BATMAN FOREVER

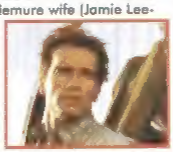
The latest movie licence snapped up by Acclaim is Batman Forever, the third in the series. Joel Schumacher is directing, but as of yet, no details regarding the film's casting have been decided — for instance, Marky Mark and Will Smith, have been 'confirmed' as Robin, whilst the villain will be Two-Face (Tommy-Lee Jones) or The Riddler (Robin Williams)! Acclaim will be receiving a script to help storyboard the game, and both 32bit and 16bit versions are planned. A release date has yet to be confirmed.

STARGATE

Kurt Russell's latest big-screen endeavour is the subject of a new Acclaim game to be released towards Christmas. Stargate concerns a group of archeologists who stumble across a gap between space dimensions. Russell's military squad are duly drafted in to investigate and eventually venture into the gaping hole. We'll have more details as and when they become available.

TRUE LIES

After the disappointment of Last Action Hero, Arnie returns in True Lies as a secret agent with a double life. However, as big Arn risks life and limb in a series of scrapes, his demure wife (Jamie Lee-Curtis) knows nothing of his career choice, and consequently has to lie to her about where he's going. Acclaim are currently busy storyboarding the game, and it should coincide with the film's release later this year.



MASTER-FUL NBA JAM

Boom-shaka-lakal Yep, now Master System owners can get to grips with NBA Jam, as the brilliant coin-op conversion is set to be released for the little 8bit very soon! In terms of gameplay and appearance, expect it to look just like its Game Gear cousin, as both systems have virtually identical chip layouts inside. In addition, we also believe that the game is to be bundled with a newly-designed Master System set to be released in August.

USHRA MONSTER TRUCKS

Truck racing is big business in the States, and now all the thrills and spills of steering a massive four-wheeler across a selection of tortuous dirt tracks is yours to experience. USHRA Trucks is viewed from behind the rolling truck as the player racers against like-minded Yorkie eaters for trophies galore. Bumps, jumps and tight corners are just a few of the hazards you'll face, and extra care must be taken not to roll your oh-so-pricey vehicle. USHRA is out in September.

ITCHY GAME GEAR

You can get a full taste of the Megadrive version of Itchy And Scratchy within these very pages, but Game Gear owners can also ready themselves for the arrival of Bart Simpson's fave cartoon heroes as they leap on to the handheld. The basic premise is the same as that of the Megadrive game — ie avoid Scratchy claws using whatever weaponry comes to hand — and we'll be reviewing it reet soon. As Shaw Taylor says: keep 'em peeled,...

JUDGE DREDD

Whilst Mortal Kombat II is undoubtedly a bit of a smart licence, Acclaim have already stepped in to snap up next year's sure-fire smash film: Judge Dredd! Starring Sylvester Stallone as Mega-City One's hardest Judge, a film about 2000AD's greatest hero has been on the cards for years. However, at long last, preproduction on building a mini Mega-City One at Pinewood Studios has begun, and the film is scheduled for release sometime in 1995. According to a number of rumours, the film's plot is split between both Mega-City One and the moon prison of Titan where a rebellion has been the prisoners take over — as such, only Joe Dredd can sort it out. Details of how the game is shaping up are scarce, but a little birdy told us that Probe (the team behind Mortal Kombat II) are busy compiling the game. Ex0ect more details as the film nears completion.

MORTAL II

Without a doubt, Mortal Kombat II is the biggest licence of the year. Forget the myriad of clones we've seen in the last few months, this is the real thing. Needless to say, as soon as there was something to see of the Megadrive version, MEAN MACHINES SEGA was there. And this is what we saw...

PROJECT
MORTAL KOMBAT II

PUBLISHER
ACCLAIM

INITIATED
NOVEMBER '93

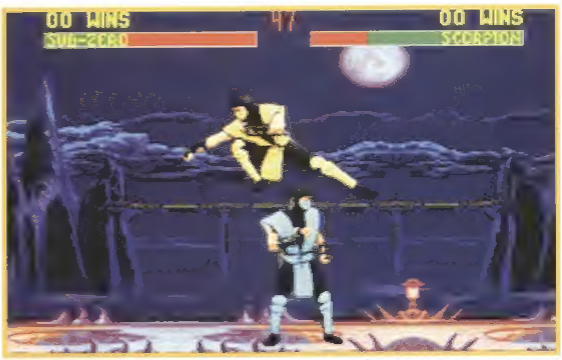
RELEASE
SEPTEMBER '94

FORMAT
MEGADRIVE

DEVELOPERS
PROBE SOFTWARE

L KOMBAT II

It's here! Mortal Kombat II has been shrouded in secrecy since Acclaim announced they had the licence a year back. The only information released was that Croydon-based Probe Software, the team behind the Megadrive conversion of the first Mortal, was handling the programming chores. Since then, nothing. Now, after countless reader calls regarding Mortal Kombat II, we can finally reveal the first pictures of the Megadrive game.



At present, Probe's conversion weighs in at a whopping 48-MEG, but the final game will be a 24-MEG cart. Every feature of the Midway coin-op has been faithfully recreated, with each of the twelve characters' 'Babalities' and 'Friendships' ported over. In fact, in an attempt to ensure the conversion is as close as possible, Probe's team have 'sucked' the sprites over from the coin-op via a PC and recoloured them for the Megadrive. The version MEAN MACHINES saw featured three characters up and running — Scorpion, Sub-Zero and Reptile — against a single backdrop. However, the rest of the MKII gang are currently residing on a hard disk at Probe ready for insertion, as are the game's many backdrops.

The following pages are here to act as a taster of what to expect of the conversion. MEAN MACHINES will be following its development through to completion. As such, for a full preview of all the moves, characters and bonuses, make sure you reserve a copy of the August MEAN MACHINES SEGA now...

THE STORY SO FAR...

The events of the first Mortal Kombat revolves around the evil antics of Shang Tsung and his four-armed cohort, Goro. Tsung had holed himself up in a Shaolin temple, and, from there, worked on a plan to bring chaos to Earth. However, despite the attempts of seven fighters, it was a human warrior known as Liu Kang who eventually ended the old one's rule by killing Goro. Returned to the dark dimension whence he came, Shang Tsung was sentenced to execution by his lord, the eternally-evil Shao Khan. Begging for forgiveness, Tsung is given another chance to seize the Earth. This time, however, he plans to do it by bringing would-be combatants to his home territory...

MEET THE FOLKS

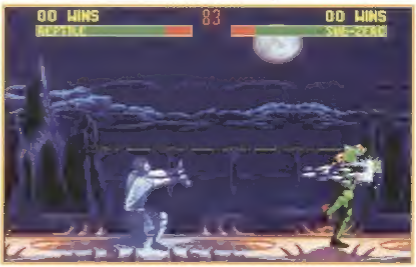
MKII features twelve fighters, five of which have survived the events of the first game. Gone are the likes of Sonya, but Scorpion, Raiden, Cage, Liu Kong, and Sub-Zero are all set to return with a host of better moves. The other seven characters, however, are completely new. There's Kitana, a dangerous female; Baraka, a mutant demon; Mileena, a girl who's background is shrouded in mystery; Jax and Reptile, the latter of whom is armed with deadly venom; and Kung Lao who's a fan of hat-tricks! Finally, the dozen is rounded off with the addition of Shang Tsung himself.

▲ *The aftermath of Sub-Zero's throw.*

▲ *Sub-Zero sneaks in a low jab.*

▲ *General Mortal Kombat II mayhem.*

▲ *Scorpion's block and leaping punch moves.*



▲ *Sub-Zero is frozen by his own energy bolt.*

▲ *Reptile's spinning ball move explodes as it nears his opponent.*

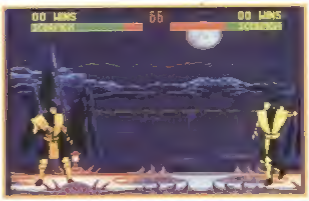
BABY LOVE

Mortal Kombat II features two rather neat new ideas: 'Babalities' and 'Friendship' moves, both of which are effected via a series of joypad manipulations. The Friendships, for instance, depending on the character used, allow the victor to give something nice to his defeated opponent. Aaah! Likewise, the 'Babalities' run along a similar line, with the person on the receiving end regressed in years to a bouncing baby.

NICE PLACE YOU'VE GOT HERE

Shang Tsung's off-world palace offers a home territory for each of the combatants. These range from dungeons adorned with all manner of hooks to balconies set high above the surrounding area. And, as with the first game, Tsung's base also plays host to a series of pits — each of which contains a few extra surprises.

▲ *Sub-Zero somersaults to safety over Reptile's venom sneeze!*



◀ Sub-Zero's freezing capabilities have been improved. He can now freeze the floor, causing any oncoming fighters to slip up.

▲ *Sub-Zero's fighting skills are revealed as he gets to grips with Scorpion and his own alter-ego.*

VIRTU

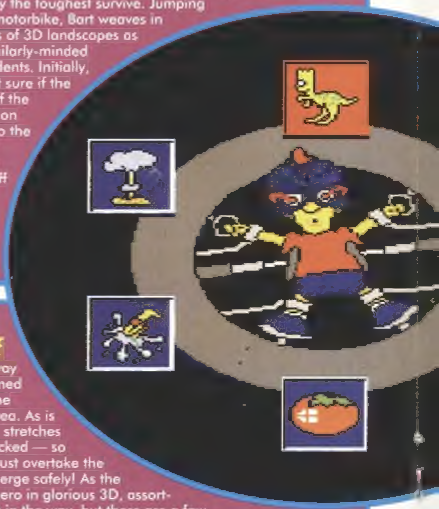
1 PLAYERS	
16 MEG	
RELEASE	AUGUST
BY	ACCLAIM
PRICE	TBA
GAME TYPE	PLATFORM
PERCENT COMPLETE	

In past Acclaim games, he has been Vs The World, entered into a multi-stage Nightmare, and even had a bit-part in Krusty's Fun House. He is, of course, Bart Simpson – and now he's dabbling with Virtual Reality.

Using the same sub-game format of Bart's Nightmare, Virtual Bart starts with Bart exploring his school fete. All the usual stands are there, but it's an object resembling Nicky Campbell's Wheel Of Fortune that catches his eye: the latest in VR technology. Strapping himself in, the machine overloads and sends Bart spinning into six virtual worlds, each reminiscent of real life events. Needless to say, it's up to you to guide him back to the real world...

POST-NUCLEAR SPRINGFIELD

Springfield's nuclear reactor finally goes into overload and Bart is thrown into a Mad Max-style world where only the toughest survive. Jumping on to a handy motorbike, Bart weaves in and out a series of 3D landscapes as he fights off similarly-minded Springfield residents. Initially, Acclaim weren't sure if the Mode 7 effect of the Super NES version would convert to the Megadrive, but they seemed to have pulled it off admirably.



MOUNT SPLASHMORE

Bart makes his way to Springfield's famed water park, which boasts the biggest waterslide in the area. As is always the case, the queue stretches for miles and the ride is packed — so packed, in fact, that Bart must overtake the people within if he is to emerge safely! As the tunnel winds towards our hero in glorious 3D, assorted Simpsons characters get in the way, but there are a few handy bonuses to catch, too!

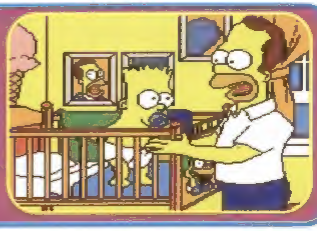
UAL BART

JURASSIC BART

Bart's head is superimposed on to that of a spindly dinosaur as he explores a platform world inhabited by all manner of flying predators and prehistoric members of the Simpsons clan. This level is basically a fight against extinction with the player using Bart's tail to fend of attacks from the assorted bad guys whilst running and jumping to the other end of the stage.

BABY BART:

The ice cream man is about to pull away, and Bart finds himself stuck in a puny baby's body. Looking out the window, the terrible toddler sees a series of trees between him and a 99 with sauce, and decides to use their branches to swing across to the van. This may sound easy, but an assortment of dogs, cats and squirrels throw a number of spanners in the works. Thankfully, the timing of the swings is easy to pick up.



PORK FACTORY

Free the pigs! Bart finds himself trapped within the body of a Virtual Pig, and left in Krusty's pork processing plant! As the factory workers chase him through the building's cannery and and mincing machines, Bart must jump to open the doors where his porky pals are held. Keep an eye out for Krusty, however, as he's armed with a cattle prod which will stun Bart into submission.

SCHOOL PHOTO

Bart stands at the bottom of the screen, as the good pupils of Springfield School wander to and fro on their way to line up for the school photo. Armed with his trusty tomato collection, Bart must splatter as many of the passers-by as possible. The strength of each throw is determined by watching a yellow marker move into the screen, and pressing the firebutton when it reaches the required distance. Hazards come in the form of passing cars and distinctly unfriendly policemen.

PLAYERS	1
MEG	8
RELEASE	OCTOBER
FORMAT	MEGADRIVE
PRICE	TBA
GAME TYPE	PLATFORM

PERCENT COMPLETE

More violent than Tom and Jerry, sicker than a two-year-old eating four bags of Skittles. It could only be Itchy and Scratchy, Bart Simpson's cartoon heroes, and the subject of a new platform game from Acclaim. For those of you with your heads in the sand for the past few month, Itchy and Scratchy are a cartoon within the Simpson's cartoon, and their skits comprise of minute-long vignettes which always end painfully for Scratchy the cat.

Acclaim's game remains true to this simple premise, with the player guiding Itchy the mouse across a series of themed stages as they continually strive to avoid the callous cat's clutches. Each level is based on one of their past TV escapades, and takes them into undersea worlds, on to a Spanish galleon, and into space, with the weapons available changing to suit each location — as such, cutlasses and rayguns will feature in the latter two. Veteran development team, Bits, are responsible for bringing Itchy to the Megadrive and Game Gear, and it should hit our screens sometime in September.

ITCHY AN

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FELINE GROOVY

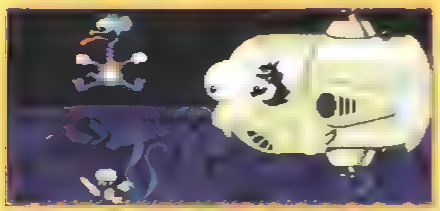
Weaponry plays a massive part in the Itchy and Scratchy cartoons, with the pair grabbing all manner of hammers, chainsaws and bazookas in their chase to the death — and Acclaim have ensured the game is extremely true to their TV (mis)adventures. During the course of the game's nine stages, Scratchy is electrocuted, cut in half, decapitated, drowned, and flattened. It's not all bad news for our feline friend, though, as he has access to larger vehicles which are brought on as the game's 'Bosses' and require several hits from whatever Itchy is carrying before the next level is unveiled.

FOLLOW THE LEADER

Scratchy's pursuit spans seven stages (one of which is secret) with the troublesome tomcat losing one of his lives at the end of each. The chase starts in the Prehistoric er, containing all the usual clubs and dinosaurs we have come to expect from such cartoons, and the action moves on to a galleon, a mediaeval village, and into a factory. For the most part, the game is an eight-way-scrolling affair, but Acclaim are aiming to incorporate a few bonuses into the game, which will become particularly apparent during the space and under-

Acclaim

MEGA MACHINES SEGA



ND SCRATCHY

Something which rarely happens in the cartoon — Itchy gets his!

Prehistoric: Itchy's ready to go clubbing — literally!

Spanish galleon: Get ready to buckle that swash...

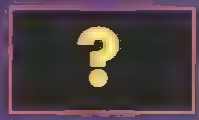
Factory: Conveyor belts are the main hazard here. Oh, and giant crushers.

Wild West: Rootin' tootin' action — with hammers!

Medieval: Catapults and maces form the entertainment here.

Building Site: Cranes and girders make up this stage.

Mystery Level: Originally, the game's final level was to [illegible] changed for a level which won't be revealed until the [illegible] have been completed. However, the level will also be slightly bigger than [illegible] grande finale between the [illegible]



MEGADRIVE:

ADDAMS FAMILY

Creepy, kooky and ooky Gomez, Morticia and their delightful kids, Puggsy and Wednesday, leap on to the Megadrive in this Mano-style platformer A wicked property developer plans to steam-roller Chez Addams and has kidnapped Gomez's family to force him to move. No chance

ALIEN 3

The bitch is back! The aliens have overrun the prison planet of Fiorina 161, and are using the convicts to host their new born. Armed to the teeth with guns, grenades and flame-throwers, it's time for Ripley to enter the labyrinthian complex and get even

ARCH RIVALS

Before NBA Jam there was Arch Rivals Two-on-two Basketball larks in this veteran Acclaim Megadrive game, with three-pointers and dummy tackles galore

BART'S NIGHTMARE

Whilst poring over an essential homework assignment, Bart nods off and finds himself in a dream world where all his worst nightmares have come true Only by solving the assorted sub-games can he wake himself up in time to finish his essay and avoid the dreaded F mark

BART VS THE SPACE MUTANTS

The first Simpsons game Aliens have invaded Springfield and are threatening to take over the world in true 8-Movie style Only one person can stop them Bartholomew J Simpson We're doomed

CHAMPIONS WORLD CLASS SOCCER ENDORSED BY RYAN GIGGS

Manchester United's welsh wonder gets his own game as the coders behind the John Madden series bring his silky skills to a Megadrive near you Pick one of several International sides and guide them to victory in the tournament to end all tournaments

DOUBLE DRAGON 3

Billy and Jimmy Lee's third outing sees them scouring the streets in search of a scrap This time round, they're searching for an ancient jewel, too, but hey! - that's not going to stop them busting a few chops s'it?

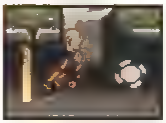
FERRARI GRAND PRIX

The Megadrive equivalent to the classic Pole Position coin-op. A 3D racer sponsored by the Formula One heroes themselves, and with more options than a shimmer's larder

GEORGE FOREMAN BOXING

Reminiscent of the old Frank Bruno game of many moons back, George Foreman enters a binary ring against all manner of computer-controlled opponents

INCREDIBLE CRASH DUMMIES



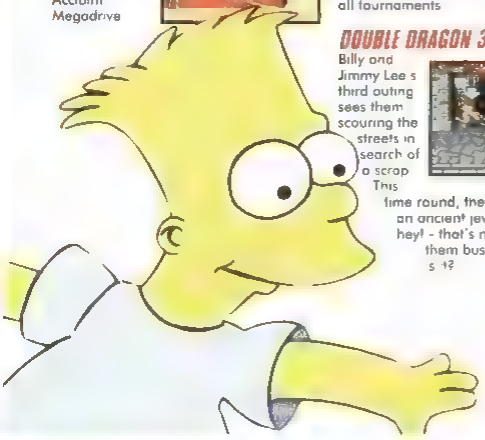
Fresh from their Volvo ads, the Incredible Crash Dummies are falling apart — literally! Their test centre has been overrun by an evil professor and only Spin and Slick can get it back But only if they can keep their heads And arms. And legs.

KRUSTY'S FUN HOUSE

Bart Simpson's favourite clown gets down to some serious rodent control as mice overrun his clown palace in this scrolling puzzler Act like the Pied Piper and lead those critters to their deaths, with the likes of Bart, Homer and Marge helping with rat-killing equipment Rentokill would die for! Classic puzzling fun

MORTAL KOMBAT

Get over here! The most popular beat 'em up ever makes it to the Megadrive All the coin-op faves are here Goro, Sub-Zero, Sonya and Raiden — as are their assorted special moves



NBA JAM

The most popular coin op of 1993 slam dunks its way on to the Megadrive Multi-player action as a number of NBA teams battle it out for court supremacy alongside US President, Bill Clinton, and his sidekick, Al Gore — if you can find them!

PREDATOR 2

He's in town with a few days to kill not mention half of LA's populace! It's 1996 and Los Angeles is in the middle of a massive gang war. The Predator's here to even things out a little, but as Inspector Harrigan, you've got to run it in before it runs amok.

ROBOCOP 3

Uphold the law as Robo's first Sega mission beats the third film to our screens. Cyberpunks Samurai droids, and a rogue SWAT team are just a few of the hazards thrown at you by the conniving so-and-sos at OCP.

SMASH TV

Mix countless shoot 'em ups with Play Your Cards Right and what do you get? Smash TV, that's what. One or two-players team up to collect as many prizes as possible in a trail of solid destruction. Good game, good game.

SPIDERMAN/X-MEN: ARCADE'S REVENGE

A conversion of the Super Nintendo game. Spiderman and his X-Men colleagues must split up and

locate the entrance to Arcade's lair using their individual skills. Bosses aplenty stand between them and Arcade, though.

TERMINATOR 2: ARCADE GAME

A different slant to the battle against the machines this time an Operation Wolf-style 3D blast. Starting in the future in a torturous battle against Skynet's robotic legions, the player is then thrown back to find John and Sarah Connor before facing off against the shape-shifting T1000.

TERMINATOR 2: JUDGMENT DAY

Hasta la vista, baby. The war against the machines continues as a binary Arnie fights the seemingly indestructible T1000 in this multi-stage arcade/adventure. Your mission: protect John Connor so he will fulfil his destiny to destroy Skynet.

WWF ROYAL RUMBLE

More spandex shenanigans as the Hulkster, The Undertaker and the rest of the sweaty grapplers team up again for another bout of wrestling tapery. Tag matches, out of ring fights, and more rounds than a sandwich convention.

WWF SUPER WRESTLEMANIA

The only chance most of us will get to battle alongside or against Hulk Hogan. Pick a fight with any one of your favourite WWF wrestlers, and grapple them to the ground before they do the same to you.

GAME GEAR

ADDAMS FAMILY

More puzzle-based than its 16bit cousin, Game Gear Addams again sees Gomez scouring his ooky, spooky house for his family, but with a more cerebral plan than simply bum bouncing them.

ALIEN 3

Fiorina 161 has a problem: the prisoners are being used as food and hosts for a new breed of aliens. Thankfully, Ripley has arrived with a bag of guns just in time to help them out and put an end to the alien menace for good.

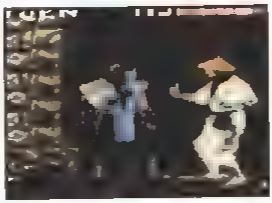
ARCH RIVALS

Junior Basketball. A conversion of the Megadrive game, with the two-on-two teams eroding your batteries in a series of tournaments.

MORTAL KOMBAT

Do you really need to be told about this?

Midway's coin-op has been faithfully recreated for the Game gear with all the moves characters, and backdrops of the original



BART VS THE SPACE MUTANTS

Bart's battle against the tentacle-headed space critters makes it to the handheld Object-related puzzles ahoy as Springfield is condensed on to your Game Gear's tiny screen

BART VS THE WORLD

Eek! Bart's back in another multi-stage extravaganza which sees him walking into a number of game styles There's puzzles, platforms and blasting action ahoy — not to mention a rather imposing pirate ship

INCREDIBLE CRASH DUMMIES

Slick and Spin are back to save the day This time they're ready to risk life and limb in a number testing scenarios Crashing cars, diving from immensely tall buildings and skiing — it's all part of an average day for a Crash Dummy

KRUSTY'S FUN HOUSE

Krusty's pest control centre sees Bart, Homer and Marge joining in with all manner of rat-killing machines — providing Krusty on steer the critters there first

NBA JAM

Boom shaka-laka! NBA Jam slams on to the little handheld All the 16bit game's teams and scorching shots are there But is President Clinton?

PREDATOR 2

Silent, invisible and deadly, the Predator is stalking LA. The year is 1996 and the town is basking in heat and crime waves The last thing you need is a gang war, and an attack from the intergalactic big game hunter

ROBOCOP 2

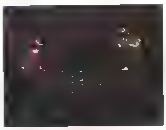
You have thirty seconds to comply Robocop, psychotic cyberpunks and a decidedly dodgy SWAT team battle it out for supremacy in the streets of New Detroit

SMASH TV

Come on down, the prize is right! The oddball arcade game show where kills mean prizes is here! Smash TV makes the likes of You Bet! and Talking Telephone Numbers look like a walk in the park

SPIDERMAN

It's villain party time, as Spidy comes up against Venom Kingpin, Lizard, Doc Octopus, Sandman and more in this scrolling web-sling 'em up. Keep an eye out for the evil Hobgoblin, too



TERMINATOR 2: ARCADE GAME

Yep, it's another chance to battle the machines Every aspect of the gun-toting coin-op has been recreated, from the battle in the Cyberdyne building to the final confrontation against the T1000 in the steel mill

TERMINATOR 2: JUDGMENT DAY

Ever seen a dwarf version of Arnie? Now's your chance as the Megadrive arcade/adventure is reduced in stature to appear on a Game Gear near you The battle for the future has begun Again

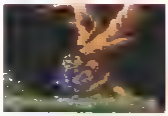
WWF WRESTLEMANIA: STEEL CAGE

Minuscule Hulk Hogans and his chubby mates burst on to your Game Gear screen as they use some of the strongest grappling moves known to man to KO their opponents. And they say this isn't a real sport

▲ *You too can wear your hair in plaits and seek refuge from Big Daddy and Giant Haystacks in Acclaim's WWF licences...*

MASTER SYSTEM

ADDAMS FAMILY

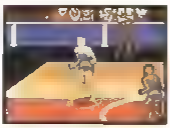


More platform antics as Gomez once again goes in search of his beloved, Morticia and the other odd-ball members of the family. Make your way into Chez Addams and try to locate their whereabouts – if you dare!

ALIEN 3

Fiorina's bug problem is getting decidedly out of hand so alien-splatter, Ripley, is here to save the day. Chestbursters, alien warriors and more guns than a John Wayne western — sounds pretty idyllic to us.

ARCH RIVALS



Arch Rivals is a conversion of an old Basketball coin-op which won mucho acclaim (no pun intended) when it was released a few years back. This conversion features all the slam-dunking two-on-two action of the original machine.

BART VS THE WORLD

Sub-games ahoy, as Bart is dropped into a number of different scenarios. A pirate ship awaits his exploration, a sliding block puzzle of dear old Marge must be completed, and that's before the real puzzles kick in!

KRUSTY'S FUN HOUSE

No matter where that poor clown goes, those pesky mice go too! Krusty's Master System funhouse features all the traps and puzzles of the 16bit game, with Bart and Homer making cameo appearance along the way.

MORTAL KOMBAT

You may have heard of this one before! Six fighters await your control as the evil Shang Tsung and his sidekick, Goro, pit you against the finest combatants in the land. Your reward? To take on the diabolical duo themselves afterwards.

ROBOCOP 3

Your prime directive: kill everything that moves in this scrolling shoot 'em up. Virtually identical to the Game Gear version, with all the felons you can imagine waiting to be brought in.

SMASH TV

Master System destruction galore, as video gaming's weirdest game show makes it to the 8bit. Prizes are awarded for deeds of mass destruction although the player can only collect them if they can stay alive long enough!

TERMINATOR 2: JUDGMENT DAY

Skynet's shape-shifting T1000 refuses to lie down and die, so Arnie is once again drafted in to save the future. Starting outside the biker's bar of the film, the player guides our resident friendly Terminator through a final battle against the morphing machine.

MEGA CD

[illegible]

Take the original coin-op, add a digitised intro lifted from Acclaim's TV advert, and you have the close Mortal conversion yet. This CD version features smoother animation than its cartridge cousins too.

[illegible] BACK IN THE CAGE

Not only are you invited to watch as miniature Hulk Hogans and Randy Savages perform piledrivers and slams on each other, but you can watch them in a selection of digitised action replays, taken from real-life WWF contests!

Editor: Steve Merrett
Art Editor: Claire Coulthard
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TO BE CONTINUED ...

BRITAIN'S BEST-SELLING CONSOLE MAG: OFFICIAL!

MEAN MACHINES SEGA

MEGADRIVE
- SUPER STREET FIGHTER II
- URBAN STRIKE
- DRAGON

MEGA-CD
- REBEL ASSAULT
- SENSIBLE SOCCER
- FLASHBACK

MASTER SYSTEM
- ECCO THE DOLPHIN
- DRAGON

GAME GEAR
- DROPZONE
- [illegible]

EXCLUSIVE!

MORTAL KOMBAT II

FIRST MEGADRIVE SHOTS!

SO REAL

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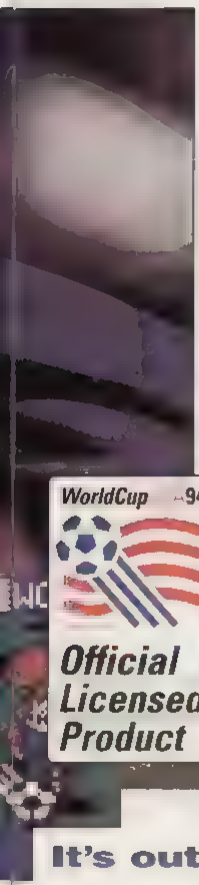
Screen shots are from various formats and are illustrative of gameplay and not the screen graphics which may vary considerably between formats.

U.S.GOLD

IT HURTS



nothing matches the anguish...

...of a missed penalty in a SHOOT OUT that could take you to the World Cup final. That's the reality of World Cup USA '94 from U.S. Gold.

Serious game play and the only one serious enough to carry the official license

You get *more* options, *more* CUSTOMISATION, *more* frames of animation and *more* playability than any game ever, plus a few unique SURPRISES guaranteed to keep your opponents guessing.

What we're talking about is a football game that gives you the ***feel, guts, smart thinking and downright inspired moves*** of real World Class Football.

So if you want to play real football, put your brain in gear and get U.S. Gold's World Cup USA '94.

MEGA-CD

MASTER SYSTEM

SUPER NINTENDO

AMIGA

CD-ROM

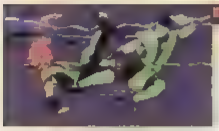
...this is a game for players.

It's out on *June 3rd* and it's the *only one worth waiting for*

WorldCup USA 94

COVER STORY

MORTAL KOMBAT II



Last year's biggest game, Mortal Kombat, is this year's biggest news the sequel. MEAN MACHINES SEGA has moved heaven and earth to secure the world exclusive look at the Sega versions of this monumental prequel. And, by Zeus, we have it..

REGULARS

EDITORIAL 6
Actually, we'd prefer to talk to you, and make believe we're in harmony, [illegible]

NEWS 8
It used to be boring between Xmas and the new year. Not any more. Read all about what's been going on, then turn to page 10 for a chance to win a computer!

MEAN MEAN 32
[illegible]

SEGA 36
Why does Sega [illegible] Find out what's [illegible] Tips this month.

PAUL'S [illegible]
It says Paul [illegible] Paul? After [illegible] problems [illegible] shower, Paul [illegible] Tips this month.

RESPONSE [illegible]
A monthly [illegible] reviews. And [illegible] video game [illegible] are the ones we [illegible]

MEGAMAIL [illegible]
Megamail will [illegible] month the [illegible] funny. This [illegible] Megamail [illegible]

NEXT MONTH [illegible]
For once we [illegible] what's coming [illegible] this page up with some 'slinky' [illegible] rabbit. Sun appeals!

FEATURES

FIRETEAM ROGUE/THE NEW BREED 16
Acclaim look to the future with a beat 'em up which uses the latest in computer animation techniques, and a game which tries to cram every genre imaginable into one cart.

URBAN STRIKE 20
The third part of EA's phenomenally successful helicopter combat series. This time the battle rages in the heart of the city – bringing new hazards like zebra crossings and traffic jams. We investigate.

PSYCHO PINBALL 24
The original programmer of Micro Machines has moved on this gleaming [illegible] which is destined to [illegible] stormer of 1994 (they hope). Join us for a peek over his shoulder as he works.

MICRO MACHINES 2 26
Part 2 of our Work In Progress, revealing even more of the little car game with big playability and massive potential.

PROBOTECTOR 28
The second part of our look at Konami's conversion of Contra, at the moment on Mean Control of about 'em up duties.

THE 32-BIT FEATURE 34
Think "the new round-up feature" [illegible] Sega's 32-bit machines. Stop hearing conjecture and start reading the facts.

NTENTS

PREVIEWS

HARDCORE 93
The Swedish demo team, Illusion, present a shooter perfectly suited to a sarcastic bloke.

FLINK 92
How can games get any more [illegible] Find out [illegible] preparing this complicated [illegible]

GOAL 94
Do we need another football game? Well, we needed another game! Viva!

SONIC SPINBALL 95
Stuff Nicky! This is the humdinging pinball game that's going to [illegible]

REVIEWS

[illegible] 7.52
[illegible] 'cos we know you're [illegible] 'em up [illegible] 'em up [illegible] 'em up...you discover a funny little word called 'Overpunch 2 Time'.

JUNGLE BOOK 8[illegible]
'Shall I compare thee to a Summer's day?' A game so [illegible] you could dedicate sonnets to it. But did Shakey know about playability?

WORLD CUP '94 66

THE INCREDIBLE HULK 64

DRAGON 66
Does Bruce look green in the head 'cos up, or have Virgin cocked his game?

STAR TREK: THE NEXT GENERATION 72

CHAMPIONSHIP POOL 80

[illegible]ONCHE ALIEN 76
[illegible], a door step formed for the [illegible], but the step develops in more [illegible]

[illegible]PIDER-MAN 70

[illegible] 74

[illegible] DOLPHINS 70
[illegible] and we are [illegible] the Master [illegible]

[illegible] 68
[illegible] Bullfrog's famous game [illegible]

WHODUNNIT

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COMPETITIONS [illegible]
The rules for [illegible]
chosen from [illegible]
logos. Anyone [illegible]
families who [illegible]
shoulder and [illegible]

GREAT UNANSWERED QUESTIONS OF OUR TIME
Nos 3 and 4
3. BBC TV's [illegible]
Forrest Fenton
'Ambassador'?

THE DINOSAURS [illegible]
(For self-indulgent INT types and their QuarkXpress-type whatsits and mouses)
[illegible]

EDITOR

[illegible] you've probably seen on the front cover [illegible]

[illegible] we've swapped [illegible] to the [illegible] one of the [illegible] Sidam's Mortal Kombat II [illegible] we were the first people outside of Acclaim [illegible]

[illegible]ston, and by golly it's looking great. We didn't [illegible] there, either. Mortal Kombat finally fell [illegible]

[illegible] preview — a proper [illegible] two, none of this nicking shots from American [illegible]

[illegible], Aaaaandy's sawing [illegible]

[illegible] Street, Todd, and [illegible] collector and Micromachines II were a [illegible] promising we were back [illegible]

[illegible] on the Sega 32bit [illegible] Basically, this is really [illegible]

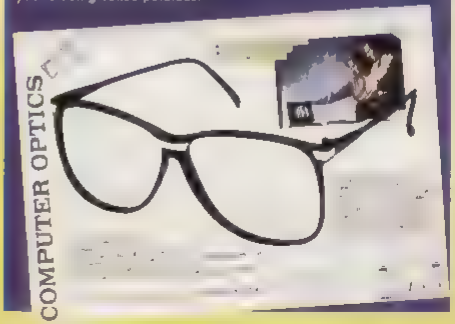
The software scene has never looked so possibly [illegible]

[illegible] mega preview' cross here's memory. If you want the most up-to-date info on [illegible] [illegible] with anything else [illegible] you need money [illegible]

Is there no depths to which readers will stoop to get a mention in our super soaraway Editorial? Having no truck with gutter journalism, we can only say how disgusted we were to receive this picture (which we filed under 'Fat Clark Kent Craps his Whack') from somewhere in Wales (well that explains it). Tell us what you think of our page five [illegible]

GHOULISH SPECTACLE

A company called Gepro asked us to promote this [illegible] little item, a 'breakthrough in optical technology'. 'Stops the [illegible] street' it says on the press release, 'provides 99.99% [illegible] harmful radiation'. Yes' re meant to wear these [illegible] Megadrive. *At MEAN MACHINES we also recommend you wear them* when using the microwave, since everyone knows you get cancer of the eyeball if you look at it. Probably. And don't stand too close when you're doing baked potatoes.



RIAL

SKIVVIES

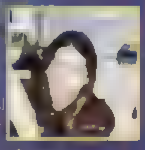
Welcome to Shop Your Parents — the part of the show where WE invite YOU to reveal the utter sadness of your elders and betters. This month remote control curtains. Hard to believe, but you can get a handheld that controls your Draylon drapes, thus making that tiresome trek to the window a thing of the past. Have your parents been misguided enough to buy them? Let us now in return we offer a little incentive

The Vid: 'I think we're alone now' by Tiffany, says Steve. 'I really liked it because it was set in all these interesting American shopping malls. Just like Dawn of the Dead, in fact, which is one of my favourite horror movies.' Steve's improvement: When all the shoppers are watching Tiffany strut her stuff, you see me in the crowd picking pockets and bag snatching.
CHOICE GAMES: Gaol, Martial

LUCY
The Vid: 'It's my life', by Dexter Ash-brer... Actually, Lucy would prefer to be in the advert that uses the provocative theme. 'Women ride along the beach in skin-tight lycra and a women gets excited playing tennis.' Lucy's improvement: I appear on roller-skates, pulled by half a dozen rollerdiers that savage anyone on the beach that gets in my way.
CHOICE GAMES: Star Trek: NG, Mirror Machines

OZ BROWN
The Vid: 'Give me just a little more time' by Kylie Minogue. The Aussie star lands a coffee and while waiting for a cappuccino and buttered scone she launches into a medley song and dance wartbiting routine.
Oz's improvement: I'd be, like, the waiter in the bermen, and I'd say 'Out this restaurant or I'll have to put you out — I've got other customers [illegible] I'd say '[illegible]'.
CHOICE GAMES: Virtua Racing, Streets of Rage II

ANGUS SWAN
The Vid: 'Deeper and Deeper' by Madonna. Ms Ciccone visits a really Seventies club in NYC, wearing a leather bra, has a few 'swatt lies' (drinks) and turns up her nose at an end sundry.
Gus' improvement: Well I'd be there in penny round collar, Crimplene flares and other retro gear from Vivienne Westwood, and I'd look ten times better than Madonna, who would come out of the ladies with he[illegible]er.
CHOICE GAMES: Virtua Racing, Sketchers



CLAIRE COULTHART
The Vid: [illegible], great, just outside Great Yarmouth. The boys temporarily lose [illegible] leave their bodies.
Claire's improvement: I turn up on the beach in espadrilles with a picnic box and a deck chair. And then Jason (the one nobody fancies — the beardy-weirdy) stands on a jellyfish and I apply some Savlon to it, and we get to talking, and eventually go for a snog in the dunes (Claire's usual holiday routine).
CHOICE GAMES: Dragonball Z, Space Invaders, Pacman

NEWS

EXCLUSIVE! WORLD

MORTAL

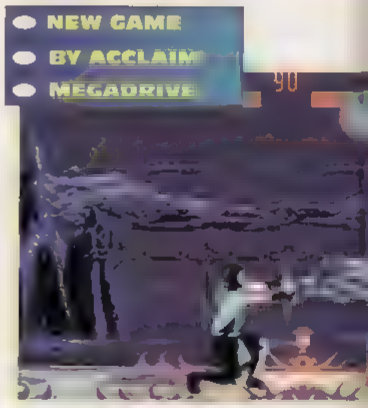
FIRST MEGA

By now, I imagine you've had a good look through the Acclaim supplement attached to the front of this very issue and marvelled at the exclusive Mortal Kombat II shots printed there. Well, here for your delectation, are a few more.

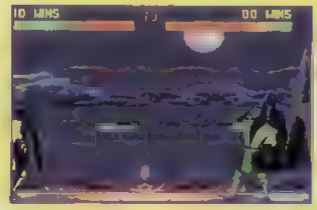
Megadrive Mortal II currently weighs in at a staggering 48MEG, but developers, Probe, have yet to compress the data down to the 24MEG cart Acclaim have planned for. The version of the game seen in these very pages and those of the supplement are taken from the first ROMs Acclaim have seen of the conversion, and MEAN MACHINES SEGA were the first people outside of Acclaim to get a glimpse of this eagerly-awaited conversion. At the time of writing, Probe have completed the recreation of the twelve fighters, and were busy animating the backdrops. However, such is the complexity of the game so far, the version we saw used Sub-Zero, Reptile, and Scorpion — which are coloured variants of the same sprite! Nevertheless, we were impressed by what we saw.

Mortal Kombat II's sprites are considerably larger than those of the first game, and the extra 8MEG available is right where it should be — up on screen. All the arcade game's 'Babalities', 'Friendships' have been added, and Acclaim are also hoping to leave the gore intact. After the release of the bloodless Super NES original, they received a lot of flak regarding its ommission, so it seems likely the blood will remain but the game will be categorised an '18' by ELSPA's new ruling system. A welcome decision if it happens.

Mortal Kombat II is currently scheduled for release in September, but for the definitive guide to what must rank as the most eagerly-awaited game of the year see next month's MEAN MACHINES SEGA for the complete lowdown.



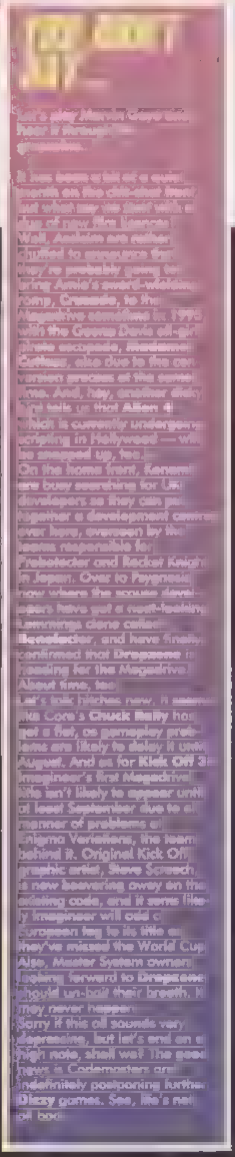
Mortal II's animation is twice as good as before.



WORLD EXCLUSIVE!

KOMBAT

DRIVE SHOTS!



SUPER STREET FIGHTER! FIRST MEGADRIVE SHOTS!

Cast your your eyes over these pics. Nope, your eyes do not deceive you, these are indeed the first Megadrive screenshots of Capcom's forthcoming conversion of Super Street Fighter! Currently weighing in at a rather massive 40-MEG, early reports indicate that it's a very close translation of the mighty coin-op indeed.

Fei-Long, Cammy, T-Hawk, and Dee-Jay have survived the transition with all their special moves intact – although a few of Dhalsim's elephants seem to have disappeared! — and the 40-MEG used ensure that the game is as close to the coin-op as feasibly possible.

The one snag is that, because the game is so memory-intensive, Super Street Fighter could weigh in at a hefty £100! As such, there is no news about a UK release. As soon as there is, though, you'll be the first to know.

We really like these pictures of the Street Fighters. That's why we've printed them. Do you like them? We hope so.

[illegible]

- NEW GAME
- BY CODEMASTERS
- MEGADRIVE

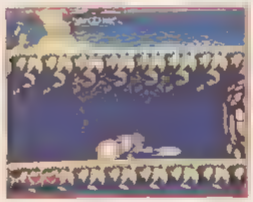
I'M A ROCKET MAN (TOO)

- NEW GAME
- BY KONAMI
- MEGADRIVE

One of the Megadrive's greatest platform heroes — Sparkster makes a dramatic comeback in October of this year. Yep, Konami's sequel to Rocket Knight Adventures is currently 65% complete, we are proud to present a smattering of screens from it.

Set directly after events in Rocket Knight, the Devotnidos Army has returned and has provoked civil war in the land of Elhorn. And just to add to the mayhem, the leader of a satanic sub-division of the Devotnidos wants Sparkster's head on a a plate.

Thus, the only way Sparkster can save himself and Elhorn is to destroy the Devotnidos troops as he propels his way across the game's eight stages. We'll bring you an exclusive Work In Progress next issue. Stay tuned.



▼ *See Sparkster run. See Sparkster fly. See MEAN MACHINES SEGA scoop everyone to the preview...*

STAY TOONED

- NEW GAME
- BY KONAMI
- MEGADRIVE

We mentioned the [illegible] Konami's Tiny Toon mates a few months back, but here are the first shots of their new sports sim Acme All-Stars.

A one or two-player game, All-Stars offers both Basketball and Soccer action, as Buster and Co bring a series of special moves to each sport. As ever, Montana Max is in charge of the opposing side, but thankfully the Toons have a series of tricks up their sleeves. A release date has yet to be finalised, but it should hit your Megadrives sometime in October.

BATMAN RETURNS

NEW GAME
BY ACCLAIM
MEGADRIVE

FLASH AA-AAAH

NEW GAME
BY SONY
MEGA CD

Sony have ripped the guts out of the hit Megadrive arcade adventure Flashback and reassembled it with alleged huge enhancements for a brand new Mega-CD experience
The scenario's the same eminent scientist Conrad B Hart freaks out a little on discovering the Earth's rulers are extra terrestrials Rather than do the sensible thing and keep shtum about this and the fact that the world's molecular density has gone off the scale, he stupidly writes a thesis about it resulting in the aliens spiriting him away to a faraway planet wiping his memory and leaving him to rot
The aim's to return Conrad to Earth pronto achieved over five massive levels, by asking questions, collecting clues and gadgets, splattering hostile life forms, earning dosh Whatever it takes, whether it's walking, running, fighting, skiing, ducking, diving or chatting, Conrad must get home and save the world Check out the next issue of MEAN MACHINES for further details

[illegible]

NEW GAME
BY SEGA
MEGADRIVE

WIN! WORLD CUP GOODIES WITH MARS!

COMPO
MARS

Yeah, we know England aren't in the World Cup this year, but you can always console yourselves by stuffing your face with chocolate That's what Mars confectionery are offering, anyway
To celebrate Mars tie-in as the official World Cup chocolate supplier, they're offering ten 1966-style England football shirts, ten World Cup footballs, and 100 Snickers bars! Not bad, eh? All you have to do to win one of these rather neat prizes is answer the following multiple-choice question

A [illegible]

B Keep the [illegible] away
C [illegible]

Done that? Good, now write the answer on the back of a postcard and send it to

SECOND COMING

NEW GAME
BY PSYGNOSIS
MEGADRIVE

Vivid Image, the team behind the Amiga original, are converting the game, but it will be their last freelance title before they commit themselves to Gollic Soft co and new Sega licensee, UBI Soft Details of the fruits of Vivid's new collaboration are scarce, but word has it that a driving game is on the drawing board

We mentioned that Psygnosis were releasing Second Samurai in the gossip column a few months back, and we were right — and here's a picture to prove it
Second Samurai is a crossbreed of slash 'em up and platform genres, with the player controlling the titular hero across a series of demon ridden locations

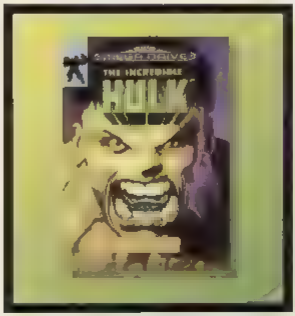
are
you
ready...

"Totally awesome ...it's an absolute monster..."

for a SCREEM test?

1. Insert cartridge
2. Nail down all valuables
3. Press start

Get into a **RAGE** and the bicep-bulging action begins as you get to grips with The Leader™ and your deadliest foes, including the thick-skinned Rhino™, Tyrannus™, Absorbing Man™ and Abomination™. The Incredible Hulk™, with 5 pumped up levels, eye popping 3-D graphics and pulverising special effects, it's **HULKING** great.



AVAILABLE ON THE MEGA DRIVE, GAME GEAR, MASTER SYSTEM & NINTENDO® SUPER NES

THE NEW BRE

It's b[illegible]m up time again, bi[illegible]
Graphics, 3D models, and a new technique called Mot[illegible]
Technology whic[illegible]he movements of a real Mo[illegible]d Arts master.
Oh, and no gore. Lucy Hickmen checks it out.

[illegible]ddling about with natur[illegible]
[illegible]ever did [illegible]ayers any good [illegible]ay then in The New Breed [illegible]
[illegible]ime [illegible]a [illegible]ecret [illegible]ivers [illegible]ere [illegible]
[illegible]cientists stumble upon a loose [illegible]ene in the field of DNA [illegible]
which causes incredible [illegible]
[illegible]trength and near invulnerabil[illegible]
[illegible]ecret [illegible]ervice.

Only one in a million [illegible]
[illegible]viduals are capable of healing [illegible]
[illegible]gene so the powers that be [illegible]
[illegible]elect four perpetrators of [illegible]
[illegible]ecret [illegible]ervice and form the [illegible]
Maxima Alpha — a genetically [illegible]
[illegible]nhanced crime fighting force [illegible]
who will [illegible]heir way to justice [illegible]
[illegible]ick', as usual, the game [illegible]
[illegible]ment and four potential [illegible]
[illegible]victim candidates go astray, [illegible]
[illegible]become bad guys, form a dark [illegible]
[illegible]ervice mercenary crime organ[illegible]
[illegible]ation called the Overlord and [illegible]

[illegible]ain for the good guys — the [illegible]
Overlords are a sleazily combi[illegible]
[illegible]nation of genetic enhance[illegible]
[illegible]ments, black-market cybernetics [illegible]
[illegible]and mental [illegible]
so it's going to take all your [illegible]
[illegible]fighting skills to get 'em in their [illegible]

Choose from eight diverse [illegible]
[illegible]characters in the Team Mode [illegible]
which's a no holds barred [illegible]
fight. Battle aliens, [illegible]against [illegible]
[illegible]rivals or hone your talents in [illegible]
the training room. But what's [illegible]
[illegible]going to set this game apart [illegible]
[illegible]from the many other beat 'em [illegible]
[illegible]ups doing the rounds? All the [illegible]
characters are drawn using 3D [illegible]
computer-generated models [illegible]
[illegible]
Technology technique in [illegible]
[illegible]game they claim produces [illegible]
[illegible]animated characters with the most [illegible]
realistic movements ever [illegible]
[illegible]the characters have a bigger [illegible]
fighting area than most, span[illegible]ning several screens. In addi[illegible]tion, the characters can pick up [illegible]
and use weapons. There appear [illegible]
[illegible]to be a number of [illegible]
It's still early days, but check [illegible]
out the screens on this page for a first look!

[illegible]and he's ultra-strong, and more [illegible]than capable of lifting a tank [illegible]above his head or performing a [illegible]running leap over 50 metres. His [illegible]party trick is to leap from a plane [illegible]into the combat zone — without [illegible]a parachute! — which shocks [illegible]opponents into submission.

...ED

THE BAD GUYS

TRACER

Tracer formed the Overlord after his underling, Recoil, was promoted over his head. His speed is super-human — often appearing as a motion blur. Subdermal armour protects him from most attacks and sockets on his arms allow him to plug into a number of lethal weapons.

[illegible]

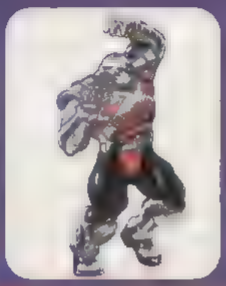
Almost indestructible, this guy can walk through buildings, moves fast, and is a skilled fencer. His body courses with energy which is released as a fearsome blast in combat. A berserker, he was thrown into prison after killing a boxer in the ring, but was then snatched by Tracer and transformed into the killing machine he is today.

[illegible]

This guy was banished from the Matrix for over-using his powers. Somewhat miffed, he joined the Overlord where he wouldn't have to hold back. He can manipulate electrical fields for either attack or defence as long as he can find conductive material to channel them. His special trick is the ability to teleport.

[illegible]

This girl's one of the 'one in a million' who already possessed the recessive gene which she activated herself. She's one of the best martial artists in the world and carries a number of weapons, her favourite being her katana blade which has been known to cut through steel beams.



THE GOOD GUYS

[illegible]

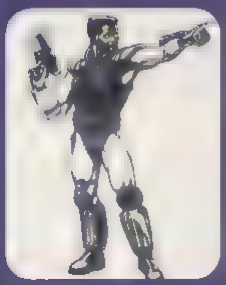
The leader of the Matrix. Recoil's got the strength of an Olympic weight lifter, the dexterity of a gymnast, and amazing co-ordination. His almost telepathic combat sense combined with his self-healing powers, which heal wounds in minutes, makes him a formidable leader.

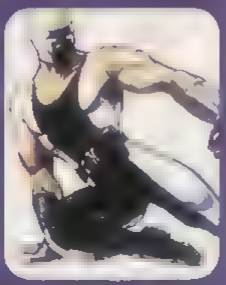
[illegible]

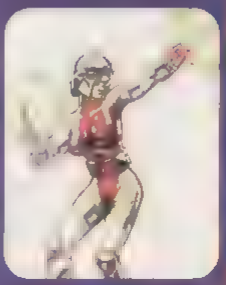
A natural born warrior even before he was given the Matrix treatment, Pitbull's speed and balance is unsurpassed. His martial arts training is as finely tuned as it gets. He, too, has the incredible ability to heal himself — even gunshot wounds.

[illegible]

An Olympic level fighter and ace marksman, Hotshot also projects raw beams of energy from her body which can punch holes in toughened steel. Her control of these powers is limited, though, so she needs devices which help her channel them. She has limited powers of flight but her combat imaging helmet projects a

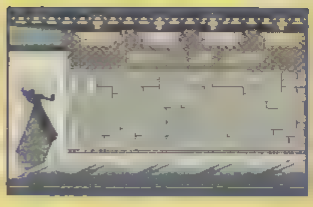






FORMAT	MEGADRIVE
PUBLISHER	ACCOLADE
DEVELOPERS	ACCOLADE US
CART SIZE	16MBS OR 24MBS
INITIATED	JANUARY '93
RELEASE	OCTOBER '94
PLAYERS	1-2

FIRETEAM ROGUE



▲ One of the contrasting sub sections.

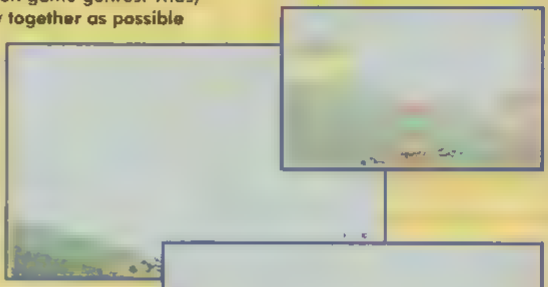
Video game legend says there are but seven game genres. Thus, playing it safe, Accolade bundled as many together as possible

It's hard to describe what makes a good Megadrive game. Some games look pretty average, but have an elusive quality which keeps you coming back. If it's a truly excellent game, you'll still give it a bash even after you've finished it. The most attractive games are those with loads of gameplay variety so you never become bogged down with the same old thing.

For the success of their latest project, Accolade are banking on the games-playing public feeling the same way because, in Fire Team Rogue, they've taken the most popular games genres — platform, RPG, flight sims, puzzle, beat 'em up and shoot 'em up — and packed them all into one 16MEG cart.

Using a fantasy/sci-fi theme, Fire Team Rogue recounts the story of Ammon Dum (Earth) being caught up in a power struggle between the two great powers of the universe: the Spiral Arm and the evil forces of Umbra. The balance of power hangs with the Dark Talis — a weapon of incomparable power.

Starting off as one of the heroic FireTeam Rogue team — Chance, Aja, ShadowBlade and Broc — must escape your bonds and, strive for the possession of The Dark Talis.



▲ The warmth of a distant sun

▲ Wings of splendour in Fireteam Rogue.

↑ Detailed sketches of the game's Aztec Warrior-like hardware.

CHANCE

FULL NAME:Chance Torakeu
RACE:Humanoid
STRENGTHS:A Martial Arts
was he who

SHADOWBLADE

FULL NAME:ShadowBlade of the Thunder
RACE:Selkuran, originally from
STRENGTHS:
spa in the dark. He is
most comfortable
expert in Martial Arts and moves with a dancer's grace

BRAC

FULL NAME:Nim Kaumel Brambian Bra
RACE:Belgum
STRENGTHS:
strength is
it. He prefe
crusade to
ing.

AM

FULL NAME:Ajo Da
RACE:
STRENGTHS:
the ground
slab hand
may have
tried to guard the Dark Yara

ZEUT

FULL NAME:
RACE:Yella
STRENGTHS:Zeut's
swords, body
press. He has
is oval shaped which hovers a few feet off the ground. The
is

▲ *Ground targets lined up for destruction.*

ACE

EA SPORTS
ELECTRONIC ARTS

the GAME
the DEMO

TENNIS
Out August '94

SEGA
GENESIS

WORK IN PROGRESS

URBA

First there was Desert Strike

struck again with more of the same being trotted out?

But first the scenario...

USA.

high-tech air/ land/ sea crafts, starting all in the Phoenix Thunderhawk Attack Chopper !

PROJECT
URBAN STRIKE

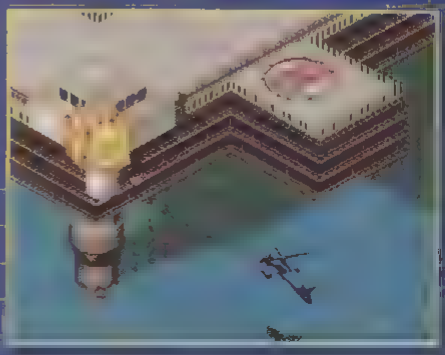
PUBLISHER
EA

INITIATED
NOVEMBER '93

RELEASE
OCTOBER '94

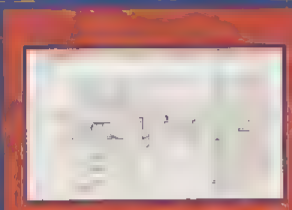
FORMAT
MEGADRIVE

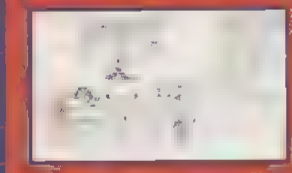
DEVELOPERS
EA (U.S)

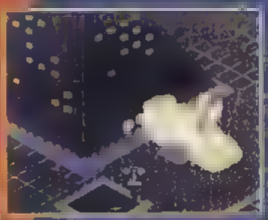


▼ Nice weapon isn't swinging helicopter and tiers here. It's trouble.

AN STRIKE





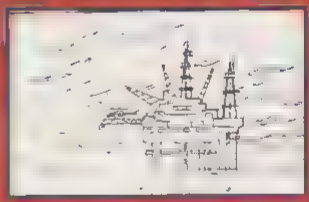


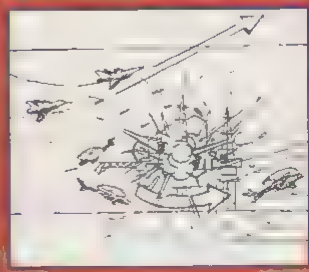
VERITABLE VEHICLES

Since Urban Strike is set in the [illegible] have come up with fictitious hi-tech craft based on what they believe [illegible]. There's the Phoenix Thunderhawk Attack Chopper which is loaded with the best in 21st Century weaponry; the 20-seat Osprey III Transport [illegible]

[illegible] entirely new aspect to the Strike series which [illegible]

[illegible] climb aboard one of the enemy's abandoned [illegible]





MISSION POSSIBLE

Your Yank-saving quest takes you all over the States where weather and light changes will seek to thwart your progress. There's San Francisco's fog-shrouded bay area, a flight [illegible] some enemies give you a hard time; an oil-[illegible] where oil rig to explore; Alcatraz prison; and a night time escapade in Las Vegas to name but a few. Since the UN Special Forces team is now international, some of the people you fought in previous games, such as the Iraqis are now on your side in the international [illegible] set of co-pilots, all of whom have different

STRIKING FEATURES

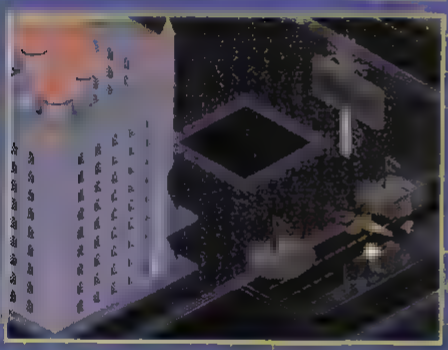
As well as the new levels, weapons and vehicles, Urban Strike includes a wealth of new features.

wires via an interactive control panel. You must also collect and drop objects in the right locations before progress can be made. Said John: "In the level where Air-Force 1 has crashed on the suburbs

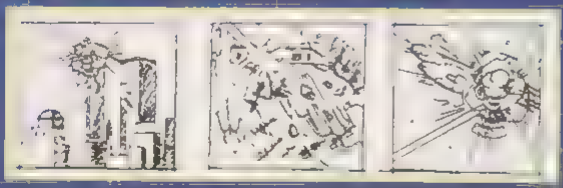
your hook and take it to the emergency services. You may also have to pick up a water tank and drop it on a burning house. There will also be more air-to-air combat – there can't be many tanks moving around the roads so you have to stop the planes screaming by. "Other new features include

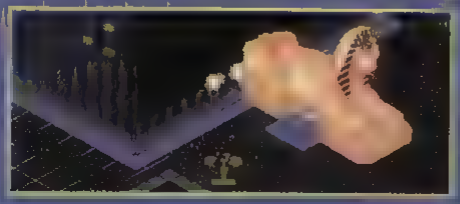
everything on the screen, time limits on some sections, and new audio-visual movie stunt effects such as car explosions and flame outs.

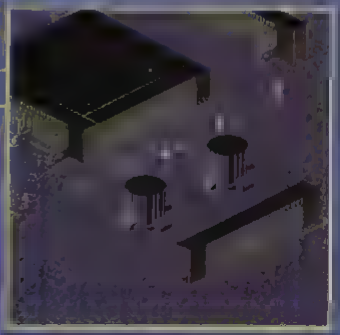
▲ The Strike series moves into the next century.



▲ Build over San Francisco. Bomb Karl Malden.







▲ From dawn to dusk and beyond.

ADVERTISING FEATURE

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WITH THE ARGOS ACCLAIM CHALLENGE

Acclaim

Argos

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NBA JAM SOFTWARE!!

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Where can you choose at will £1500 of the hottest home entertainment systems around, from Sega to PC from Nissan Digital Videos to seriously mind blowing stereos?

The Argos Superstore catalogue that's where. In this month's Argos Acclaim competition there's another £1500 of the best gear around, whether its Sega, Nintendo or an armful of the greatest games from the huge range currently on offer at the Argos Superstores, they've simply got to be given away!

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- SHOOT, PASS, BLOCK AND STEAL JUST LIKE THE REAL NBA STARS. PLUS THE AWESOME TURBO FEATURE HEIGHTENS THE ACTION WITH DAZZLING DUNKS, OUTRAGEOUS DEATH-DEFYING SLAMS AND ALL THOSE FAMOUS SIGNATURE MOVES.

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Acclaim

ENTRY FORM

QUESTION 1 WHAT IS THE CATALOGUE NUMBER FOR A SEGA GAMEGEAR (WITH COLUMNS)?

ANSWER 1 .....

QUESTION 2 WHAT DOES NBA STAND FOR?

ANSWER 2 .....

NAME .....

ADDRESS .....

.....

TELEPHONE NO ..... AGE .....

HOW TO ENTER

Put the answer to the two questions on this voucher on a [illegible]

Post it to us at

NBA Comp

Emap Images Priory Court 30-32 Farringdon Lane London EC1R 3AU

- Entries must be in by 15th June
- Winners will be notified by post
- No correspondence will be entered into
- Employees, friends, family dogs, window cleaners and other relations of Emap, Argos or Acclaim are not allowed to enter

As The Who once said that deaf, dumb and blind kid sure plays a mean pinball. Unfortunately, Steve wasn't free so Lucy Hickman rolled down to Codemasters to get in on their new pinball experience.

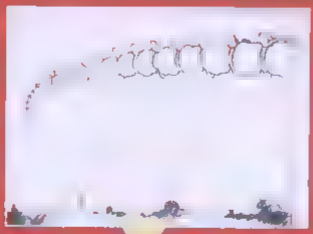
The pinball releases of late, it has to be said, have been pretty sub-standard — Sonic Spinball, Virtual Pinball and Dragon's Revenge (the sequel to the cracking Dragon's Fury) all got a lukewarm response and deservedly so. Codemasters are now trying to break the mediocrity mould with 16-MEGs worth of Psycho Pinball which, if first impressions are anything to go by, looks like it could be a winner.

For starters, there's a lot packed into this game with one main table which leads off onto themed sub-tables which lead onto bonus games or one of several mini-panel games — all with different playing styles — so it's going to take a long time to wade through it all (provided the difficulty setting is at the right level, of course, and all indications are that it will be).

As is the Codemasters style, Psycho Pinball is very bright and cartoony with the most bizarre "ball" ever. As the graphic designer, Paul Adams said, Psycho looks like a mixture between an aardvark, a panda and a cat but he's quite versatile and changes his costume for each of the themed tables (the ball that is, not Paul Adams).

Codies boast that this is the most realistic pinball game ever with a ball which really does go where you flick it, instead of following one of a few set routes. Mind you, it should be good — programmer Andy Graham (the creator of the original Micro Machines) has spent more than two years alone on getting the ball movement spot on!

▼ From rough sketch to finished sprite — Psycho in his Wild West gear.



FORMAT
MEGADRIVE

PUBLISHER
CODEMASTERS

DEVELOPER
CODEMASTERS

CART SIZE
16-MEG

INITIATED
JANUARY '92

RELEASE
NOVEMBER '94

PLAYERS
1-2

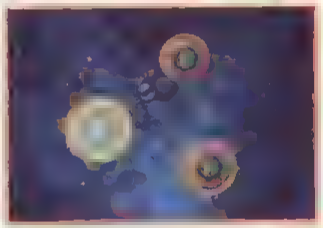
SUB-STANTIAL SUB-GAMES

The main pinball table has a fairground theme with more than a hundred different bonuses and features, and, when enough points have been scored, players can shoot off via a fairground tent, to other themed tables. These include Casino Cowboy which is set in the Wild West and has Psycho as an outlaw who has to break the bank in order to reach the runaway train sub-game. This has our boy running along avoiding baddies, collecting bonuses until he reaches the front of the train and stops it. There's a space table leading to a Moon Squares sub-game where Psycho has to move across the dissolving squares to reach the other spaceship. The Ghost table leads to Terror Towers — a Gauntlet-esque sub-game where speedy retrieval of bonuses and keys and a quick dash to the exit is the name of the game. The underwater table leads to a whale's belly where Colin the Crab, Codemasters' unsung cameo hero also makes an appearance (he turned up in most of the Dizzy games) — you chuck him at a whale's ulcers to burst them and raise the water level — rather gross really!

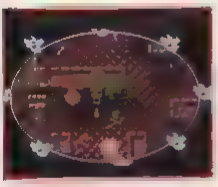
...cho ...nball

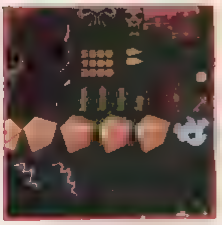
PANEL POWER

As well as the bonus games leading off from the sub-tables (god, this is getting confusing) there are also a number of panel games up for grabs — at least three for each sub-table so far. These include games like Blackjack, Shoot the Cowboy, and even a mini-Space Invaders to name just three. Completion of these, of course, leads to points galore and there are certainly enough points to be had. The biggest hi-score is going to be 99 BILLION!



▲ Tra... to the...





▲ The original sketch of the multi-levelled table.

...ard up your jackpot.

Micro Machines 2

Last month we brought you the EXCLUSIVE first look at this potentially-stunning racing sequel from Codemasters. Muchos work has gone on since then so once again Lucy Hickman zoomed down to Codies' HQ to see what was going down.

The story so far. The original Micro Machines, with it's cartoony graphics and zany mini-racing gameplay caused a storm in the Megadrive world last year. Capitalising on its success, Codies are now working flat out on the sequel — provisionally called Micro Machines 2 — which they plan to make bigger, with twice as many tracks, vehicles and players. Souping up the graphics, sound and basic gameplay are also on the agenda.

One of the more ambitious ideas that Micro 2's producer and main programmer, Pete Williamson is working on is to have EIGHT players competing at the same time. It sounds impossible, but if you cast your minds back to the first Game Gear version, simultaneous two-player action was made possible by one player using the A + B buttons to steer and accelerate and the other using the D-Pad. He's going to try the same thing on the Megadrive. Pete freely admits the idea might not work (particularly for people like me who suffer from chronic flightitus— the tendency to "steer" the joypad — when playing a racing game) but he's going to give it a damn good try.

Another extra touch Pete has included is far more interaction with the backgrounds. Every level will have at least one of these unique features such as high winds blowing you in the Treehouse level, a corn on the cob bridge spinning at high speed in the Dining Room and a cooker which fries you in the kitchen.

There are many ways to play Micro Machines 2 — various combinations of player numbers, alone or in teams, Challenge games, a League for one player, Time Trials and even a Mini Micro Machines which makes the vehicles even smaller. More advanced players will be relieved to hear that if they achieve a record score they're allowed to bypass the easier levels should they snuff it.

MEGADRIVE

CODEMASTERS

SUPER SONIC SOFTWARE

12-MEG

NOVEMBER '93

NOVEMBER '94

1-4

DIFFERENT STROKES FOR DIFFERENT FOLKS.

BATHROOM

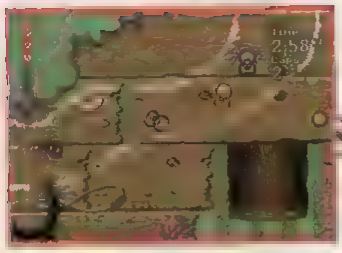
Over toilet seats, baths and sinks for three levels of danger.

DECORATING ROOM

Drive the convertible up stepladders, over fast-moving paint rollers and through spilt paint in the three decorating rooms.

IN A CAR

For three levels you drive a VW Beetle through another full size car, around pedals, past gearsticks and over the dashboard. Later on you jump in a helicopter for more of the same.



There are more than twice as many tracks and vehicles in this sequel. [illegible] ed but each will become progressively more difficult and feature a unique [illegible] down of the tracks on offer, the vehicles to be used on each and the special [illegible]

[illegible]

[illegible]

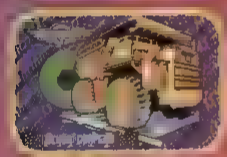
Big balls galore to avoid over four levels of Le Mans control-line.

[illegible]

Monster truck fun over three levels of osterwauling.

ALPS AND CELLAR

[illegible] and western alleys for levels of high flying and low level racing.



[illegible]

The dumper truck is used for three levels then one in a "caper" where you final a jelly jump, water spill and a rotating Cera on the [illegible]

[illegible]

Treacherous plates in the sink, a helpful that frazzles your Porsche and more irrepressible allies disrupt you on these three levels.

[illegible]

Protect your lady Car from the bells 'n' bumpers in these two.

WORKSHAP

Manic buzzsaws and killer screwdrivers are just some of the hazards your jeep encounters in the three workshop levels.

[illegible]

Funnily enough, beach buggies are the vehicles used during these four levels of sandcastles, sea, buckets and spades.

[illegible]

Four levels of stockcar racing with a possible nice twist of human feet sticking out the end of the bed.

[illegible]

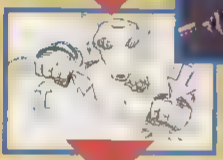
The garden's a bit of a triathlon event where you start in ATVs for rough and tumble in the grass and flowers then it's into a hovercraft and onto the pond for some fraternisation with frogs.

TREEHOUSE

Tear around the four treehouse levels in a four-wheel drive. Unstable tree knots, wonky roof gutters, high winds and searing rainfalls are the specials on offer.

PROBOTECTOR

It's not often that Konami's development team open their doors, but MEAN MACHINES SEGA were given an open invite, and Probotector was the first thing we saw. In the last part of our exclusive Work In Progress, we get right behind the scenes of this eagerly-awaited conversion...

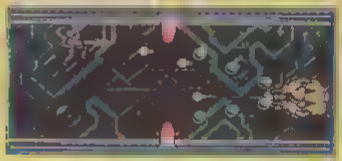


▲ Each boss started life as a series of sketches. Scenes include art, and vice versa (that's Post-Modernism, folks!).

The story so far: Meantime we have learned that Colonel Bahamut, hero of the Super NES battle against the alien invaders, has amassed an army of cybernetic allies following his failed attempt to seize control of the surviving humans. The Earth government have created a special 'Contra' team to infiltrate Bahamut's lair and kill him. This team is made up of two humans, a wolverine mutant, and a small special-weapons droid called Brownie.

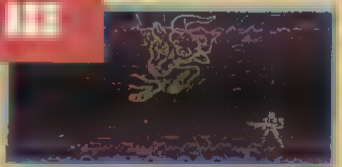
We also discovered that Konami's Japanese development team were aiming to expand upon the original Nintendo game by adding a plot where the player can choose their route through the game's scrolling levels, and a wider variety of weaponry which differed from character to the character. This month, however, we bring exclusive information on the game's bosses and talk to the programmers about the ideas they hope to include in the completed game.

This boss is here for the invasion, with [illegible] attacks.

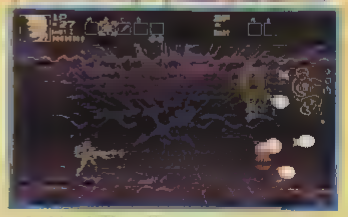


GONNA BOSS-T YOUR [illegible]

The programmers are keen to ensure Probotector's bosses are as varied as possible. Whereas most boss creatures appear at the end of a stage and require a number of hits before they give up the ghost, Probotector's span several screens and provide a running theme throughout a level. For example, during one of the stages, an oval robot appears using a claw to pull itself towards the player. Shooting it seems to have no effect, but it continues its pursuit across several winding corridors — sprouting gyrocopter blades in the process — until a second claw emerges and fastens itself to the ceiling. Only now is it remotely vulnerable, but when shot the device's 'arms' extend to take it out of harm's way, so only short bursts of fire have any effect. Another rather neat idea is what is currently entitled 'Zodiac'. At the end of this stage, Bahamut drags the player into a computer-generated world before dissolving into stars. These then reform into astrological signs such as Taurus the bull, Sagittarius the Archer and the Gemini twins which then attack the player!



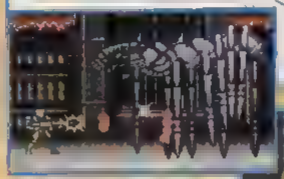
Horoscope [illegible] ants time.



▲ Gemini — double trouble, double fun — on Megadrive!

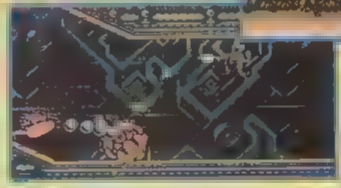
BEHIND CLOSED DOORS

When it comes to describing what goes into a Konami game, the programmers are extremely tight-lipped. They refuse to go into fine detail regarding the game's development systems and reveal who does what during the production of the game. When it comes to detailing inspiration for the game's levels, though, they're full of enthusiasm. Initially, the team meets to toss a number of ideas together. The basic scrolling/blasting action had to be left intact for the game to continue the existing Probotector series, but from here they had pretty much carte blanche to do what they wanted. All the best ideas thrown up from the meetings are then road-tested for feasibility, but the team confess that a mere 10% survive to the final game. During this time, the team are given individual responsibilities which they split up and carry out — including reference visits to museums, libraries and the like. They then pool the finished code together and smooth off any rough edges.

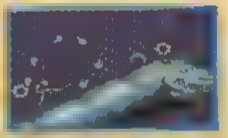


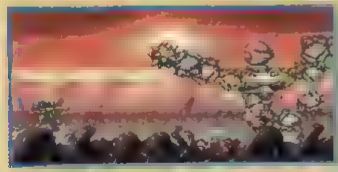
More log than a coachload of supermodels.

▲ The proverbial blue-bottomed lizard in action.

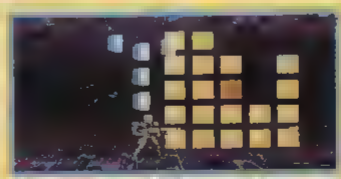


If I can just make it back...we you may not.

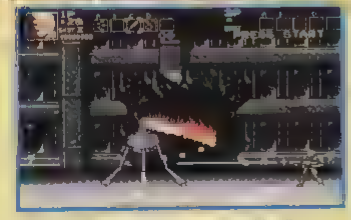




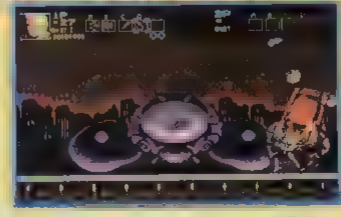
▲ This boss ha[illegible] Bad combo.



This [illegible] transformation



▲ Even the soulless walkways are alive with evil.



▲ Vorsprung Durch Technik — which means "oh, flip!".

PROJECT

PUBLISHER

INITIATED

RELEASE

FORMAT

DEVELOPERS

TH/NK YOU CAN

Goole, Cantona Papin? So you know your goal scorers. Matthaus, Guillit, Platt, and your midfield maestro's.
But did you know that Dixons stock the premier football games?
FIFA Soccer , Ultimate Soccer, Super Kick Off. The boys done good? But the boys done even better if your bag is golf, motor racing, ice hockey, American football, athletics, or skiing.
In fact Dixons has more choice for sports games than any other store.

...THEN YOU'LL BE OVER THE MOON

We will refund the difference on the spot if you can find the same product with the same offer, cheaper locally. Just come back to us within 7 days of purchase with the details. The product must be new, complete and available for immediate delivery. This guarantee excludes mail order prices/offers.

THRASH THIS TEAM?

Our boys will also do you proud when it comes to value for money.
With more stores in more towns we always get the best deals on Sega games.
And with our price promise, if you can get a game cheaper, we'll refund the difference*.
So, as they say in this funny old game: if you don't pop along to Dixons for your sports games, you're likely to be as sick as a parrot.

AT **Dixons**

MEAN YOB

Mean Machines readers often ask me if I do anything except edit this mungy letters page. Well, last week I was meant to stand in as presenter of the Little Picture Show, that crappy video

review programme hosted by Helen-Kelly Thrushed-Up. Anyway she'd had an accident with a Phillips' Ladyshave and had to take a couple of days off work. So I was doing my fave vids of all-time. And first up is 'Pink Flamingos' by John Waters, which is really cool, and I'm telling them about the bit where's there's this big dog turd on the pavement, and this fat maddy called Divine gets down on all fours and

Anyway, it's the first video REVIEW programme with an 18 certificate. Send your dross to the same old address: I AM AN ANARCHIST, I AM THE ANTI-FREEZE MAIL-BAG, MEAN MACHINES SEGA, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

EGGY

Dear Yob,

I am an extremely worried Mother. I believe you are poisoning the minds of young innocent children, with your foul-mouthed attitude and abusive temperament. Are you obsessed with throwing insults at people? Is it the only pleasure you have in life? People have to resort to writing garbage to you because it seems it's the only type of language you understand. Why don't you try being kind for once? You might gain some respect.

I realise you will probably proceed to call people new and foolishly funny names which should please all the half wits who think you're funny. But I assure you there are many who think your poor attempts at humour are in very bad taste.

In your magazine you accuse games of being unoriginal and put them down for this. I believe that you are the most predictable person with the least originality and talent I've ever come across. Every week you churn out repeats of last month's unamusing insults, why don't you do something new for once in your life?

You must have a fair amount of intelligence to be allowed to write articles in this magazine, why don't you try and use it? Just try and be a little more creative than John Major for once in your boring life.

Mrs. H Ryneston, Carmarthen

YOB: Thanks, 'Worried Mother'. I'm perfectly happy to take advice on

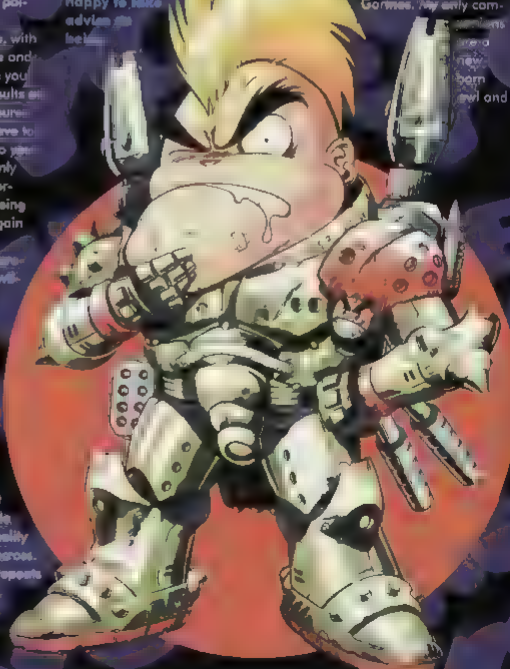
'original' and adventurous from your good self. I'm sure you even pick the trolley with the wiggly wheel at Tesco's, [illegible] extra thrill in life. [illegible] blow me. I'm [illegible] with your knitting pattern. On consideration of your bad taste mags, we thought about getting Les Dennis to take over the letters page, but he's much too funny for our readers, but you can join my [illegible] circle.

SBD

Dear Yob,

I am writing to you from the space ship 'Yo Man.' My whole crew, were killed when we collided with a rogue elephant's bum-tack. Currently, I am orbiting the planet Gormes. My only com-

[illegible] friend [illegible] view [illegible] born [illegible] owl and



Christian Ward's drawing proves a good flannel.

grips with the six-button pad ... needed for the game anyway. ... are both an example of ... the sale of video games should be strictly controlled. I ... than they separate you ... that's left can ... your Chun-Li.

TRUMPET

Dear Yob

After reading your last issue ... including some info about the 'Sega ... I was quite surprised.

This has got to be a joke, right? What's next? The 'Sega Venus' obviously ... true, what should I buy? Look, I'm a great fan of the Virtua games which are also coming out on the 'Mega and the Saturn. What shall I do? Buy Virtua Racing on the Megadrive, then work for three years to get a Mars — which will by that time be an old machine for its

Erik Kuijpers, Gemert, The Netherlands.

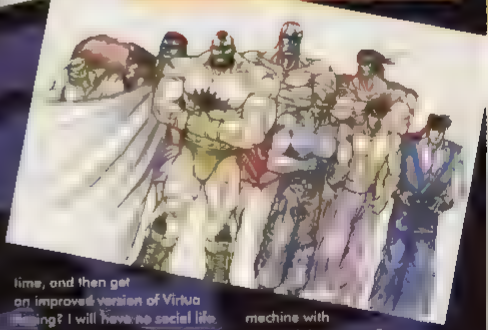
YOB:You HAVE a social life? Oh, you must be fitting in your letter-writing to video games ... between ... with your ... friends. M ... be really interested in ... new developments called the Sega ... It's so real, it's ... Neither does just a single ... screen, ... are literally thousands of locations and loads of ... characters! Don't ... — get one today! I can't really blame you when I think the Smurfs are the ... notable thing ... from Holland. Apart from that horrible ... with the red ...

LADY-PARTS

Dear Yob

Recently, whilst on a holiday in Rhyl, I discovered an arcade full of seemingly 'bogus' machines. For instance, a Street Fighter 2

Martorough selects his favourite Streetfighter characters.



... a Megadrive with Altered Beast and Dynamite Duke which I had for breakfast yesterday. The ... I have left are 100 years' worth of bird food, a tin of ..., an owl, mutley peas and a packet of custard. I was wondering if you had interesting recipes you might share with me? Maybe you could send a team of ... crocos to save me, if it's no trouble. Please write back I'm lonely and I'm losing my sanity.

Yours was a pinch of salt.

James, *Somewhere in Space.*

YOB:Yes, by ... the owl, the mayonnaise, and the bird food (this is questionable), and ... those up your ass. ... spend the rest of the time ... breadcrumbs and ... eating our ... recipe ... available on ... to any-... you, enjoy your time in space, as it's the only chance of re-... you'll ever get...

... one who sends ... in a SAE. Mind ...

CABBAGE

Dear Yob

I am extremely sad. For Christmas I asked my Mum for a game called Super Street Fighter Turbo on the Megadrive. On Christmas I did not get what I wanted. I owned the Megadrive ... two years. Now I can't play Super Street Fighter Turbo I was very sad. I wanted to complete the game. I was extremely sad.

Anthony and Louise Cal,

YOB:Hello, my ... You are ... extremely sad. You ... write pretty ... your sentence structure is ... abysmally and you probably couldn't ... to ... time, and then get an improved version of Virtua ... ing? I will have no social life ... more. And then the ... ... est I'm going totally crazy! I ... also like other games, such as the Streets Of Rage games and ... Street Fighter games. Where ... should I get the money to buy ... there eh? Sega is totally ripping ... off! I'm desperate, and I don't know what to buy, so ... please print this letter and give me an honest answer.

... machine with no punch buttons, a Snow ... Bros machine without a two-player ... and a Sonic machine. The said Sonic machine had ... exactly the same title screen and ... demonstration of different zones ... but the demo only lasted two or three seconds!

Has this arcade bought new cabinets and placed the old games inside? Is this legal? As for the

Eternal Champions again, with this a la Terminator.

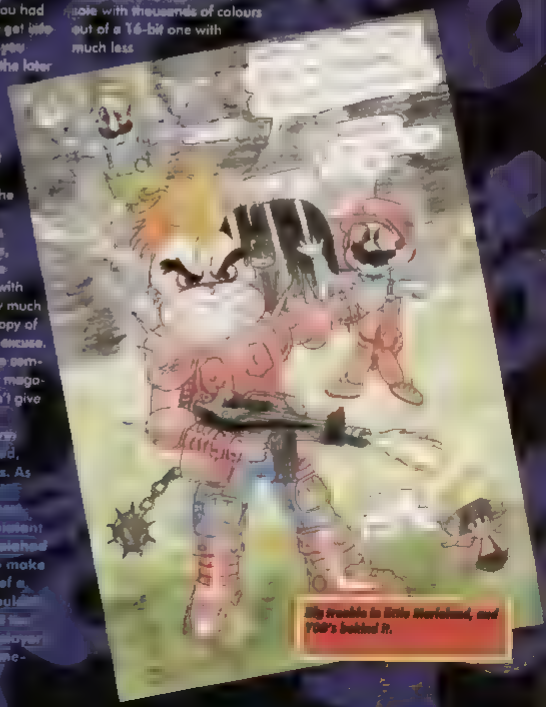
Sonic machine, I'm dead certain there is a Megadrive inside the cabinet. So should I contact Sega and give them the whereabouts of this arcade? Please help...
Nonamesagain, Clwyd (Probably)
YOB: They've probably just shoved a few chips boards into some older cabinets. There's a factory just down the road from the MEAN MACHINE offices which has a Street Fighter machine without any hard punch buttons! As for the Sonic machine, it's probably one of the stripped out MegaTech cabinets which appeared a year or so back. Certainly not enough to get your undies in a twist – especially since they belong to your mum...

'GET OUT AND WALK, DONALD'

Dear Yob,
I am writing to you to complain about your extremely scathing and insulting review of Dracula for the Megadrive a few months ago. I have recently acquired a copy and I am absolutely disgusted that you gave it such a bad rating. You included the most boring screenshots and you nit-picked at every little detail. The sound is very good almost all the way through, and that goes for the graphics, too. Some of the levels have very atmospheric and well-drawn backdrops and the bosses are great, too. If you had taken the time to actually get into the game and finished it, you would have realised that the later levels are a lot better. I have now completed the game and the end sequence is spectacular, with a large digitised shot of Dracula from the film, and then a scene where the castle collapses.
I really think your mag is one of the best for reviews, but this time I think maybe you've gone a bit too far with your [illegible] very much that you used an earlier copy of the game as you have no excuse. I have never had reason to complain about your excellent magazine before so please, don't give me the chance to again.
Simon McCallum, Letchworth
YOB: Don't bleed my head, [illegible], I just do the letters. As for Steve's conce[illegible] so is one of the [illegible] ever – a just a blatant rip-off of the existing Dracula code, and an attempt to make a few quid on the back of a decent license. Also, should a game try to impress at the start, and not force the player to keep playing until some-thing smart happens? If you ask us, Psygnosis inherited Dracula's blood-sucking tendencies when they released it. Anyway, what should we know, with only a odd years of [illegible] gaming experience and years in journalism?!

WHISTLER

Dear Yob
I bought issue 19 of your rather fab mag and found the April Fool inside. I was looking at the Saturn, and I was very excited when I read about The Mars.' But then I remembered what you've printed a few issues back, the one with the Robocop Vs. Termie cover. In the Saturn-special, you said that it wasn't possible to make it compatible with any previous systems, because it's that different from anything seen yet. You cannot make a 32-bit console with thousands of colours out of a 16-bit one with much less colours, which can't produce impressive polygons without a DSP chip. If I'm right about this, send me a game (or a Saturn???). I would be very happy with the following: Virtua Racing, Landstalker, Sonic Spinball, Eternal Champions, Mortal Legend or the Sonic extra level update disk.
A. Nonymous, No Fixed Abode
[illegible] the time of [illegible] term issues, it wasn't deemed possible to create a 32bit add-on. However, it was [illegible] put down to a thing called programs, by the way, I'm sure you would be very happy with a Saturn. [illegible] of the above – me, I'd be happy with a fiver, lesser or a wad of cash stuffed out of my back pocket. The difference is [illegible] write [illegible] magazines [illegible]



Big trouble in little Marialand, and YOB's behind it.

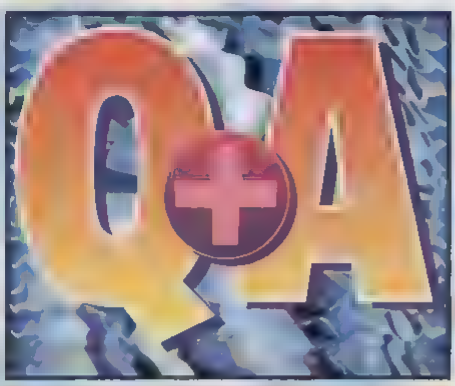
(Sorry, unavailable.)

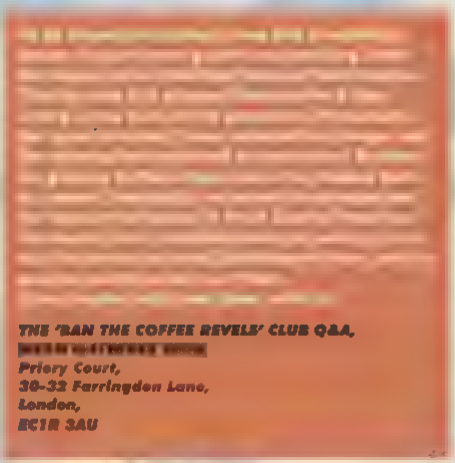
BIG GAME HIRE

BLOCKBUSTER VIDEO

RENT THE LATEST GAMES AT BLOCKBUSTER AND RITZ.

RITZ VIDEO





THE 'RAN THE COFFEE REVELS' CLUB Q&A,
[illegible]
Priory Court,
30-32 Farringdon Lane,
London,
EC1R 3AU

[illegible]

Dear Steve,
Could you please answer some questions for me
1 Will there ever be a football management game for the Megadrive If so what, and when will it be released?
2 What is the best joypad for the Megadrive?
3 What's the best adventure game for the Megadrive?
4 Will Super SF Turbo be released for the Megadrive in the near future?
5 Is PGA Euro Tour any good?
6 Are EA thinking of making another FIFA?
7 Will the coin-op, Taito Cup Football, ever be released for the Megadrive or any other console?
8 And, lastly how can you say Eternal Champions is any good — it's crap!
James Pretty, Hammersmith
STEVE My, that's an unfortunate surname you have there, my Pretty (sniggers!). 1. Imagineer are working on Kevin Keegan Player Manager, but there's still no firm release date 2. The six-button one from Sega. 3. Landstalker. 4. It seems likely Capcom will incorporate the Turbo moves into the forthcoming Super SF conversion. 5. Yep, but not if you've got PGA 2. 6. Yup. 7. Nope. 8. Like this: 'Eternal Champions is any good.' Easy, huh?

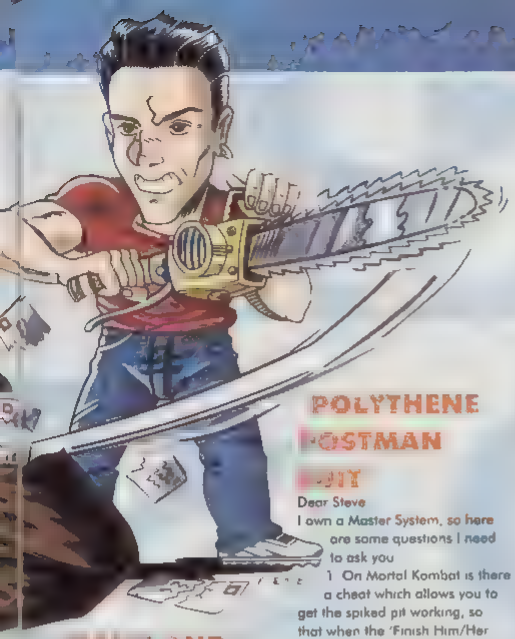
SI JOE

Dear Steve,
Please answer these few humble questions for me (beg, sniffle)
1. Who in your opinion is the best all-round character in Street Fighter 2?
2 Will Body Blows on the Amiga ever come out for the Megadrive?
3 Does World Heroes look any good?
4. Is Art Of Fighting 2 going to be converted to the Megadrive?
5 If you had a modem, would it be possible to have a twenty-player beat 'em up or a racing game where everybody controlled a fighter or a driver?
6 Can you say hi to Whitam?
Fred, Alford
STEVE:1. Ken. 2. Probably not — but who needs it! 3. It's an average beat 'em up. 4. Yes, but not for a while. 5. Theoretically the driving game should be possible, but the beat 'em up would probably only be a tournament where two players fought at a time. 6 No.

IRON-ON TRANSFERS

Dear Steve
Could you answer these questions for me please
1 When will the VR unit be released for the Megadrive in the UK?
2 How much will it cost?
3 When will the Saturn be released in the UK?
4 How much will it cost?
5 How much will Saturn games cost, such as Virtua Fighters and Virtua Soccer?
6 Are there going to be any add-ons for the Saturn?
7 Are there any other Mega-CD one-on-one beat 'em ups planned apart from Rise Of The Robots?
8 Are there going to be any new systems released within the next two years?

9 If so, when will they be coming out?
10 Is Fatal Fury 2 coming out for the Megadrive?
11. If so, when in the UK?
12 Are there any new wrestling games on the way?
SJ Morrison, Irvine
STEVE·1. No firm date, but Sega are still hoping to have it out for Christmas. 2. It hasn't been confirmed. 3. Not until mid-1995. 4. See 2. 5. See 2 and 4. 6. Yes, a food mixer, a sandwich toaster and a full car add-on complete with gears and steering wheel – in other words, see 2 and 4. Again. 7. Nope. 8. There's rumours of a 16-bit handheld, but nothing new from Sega apart from what we've told you about. 9. See 2, 4 and 6. 10. It's out on import now 11. This is becoming a litany. I'll give you a clue, the answer appears somewhere in this paragraph. 12. Yes, Acclaim have another WWF game on the cards.



GAME AND WATCH

Dear Steve
Please put your large noggin to good use and answer these questions
1 Does the Mega-CD play audio CDs?
2 How about a cheat for Road Rash 2?
3 Is Cliffhanger on the Megadrive any good?
4. In an American comic I saw an ad for a Sega game requiring 3-D glasses. When's it coming out in Britain?
Jamie Gilchrist, Edinburgh
PS What's 49x6527 divided by 62?
STEVE: 1 Yes. 2. How about you get stuffed? 3. One of the worst things I've ever had the misfortune to see. Last Action Hero being the worst! 4. It's a game called Jim Power. There's no release date for the UK yet, but I can tell you now it's nothing more than average and the 3D doesn't work that well. The answer is 5158.4354839, can I go now?

POLYTHENE POSTMAN

Dear Steve
I own a Master System, so here are some questions I need to ask you
1 On Mortal Kombat is there a cheat which allows you to get the spiked pit working, so that when the 'Finish Him/Her' message appears they can be punched into it?
2 Will there be a Mortal Kombat film with all the gore in it? If so what certificate will it be?
3 When MK2 hits the streets will it be coming out for the Master System? If so, will it include all the fighters, their death moves, the bonus character rounds. And when will it be out?
4 Please list these games from best to worst: Robocod, Fantastic Dizzy, Krusty's Super Funhouse, Cool Spot, Cosmic Spacehead, Jungle Book.
Martin Smith, Southshields
STEVE:1. Nope. 2. Only a 15 film is planned, with Jean-Claude Van Damme starring as Guile. 3. Acclaim aren't releasing an MS version. 4. Krusty, Cool Spot, Jungle Book, Robocod, Spacehead, Dizzy.

MASTER SYSTEM

Dear Steve,
Here are some challenging questions for your brainy self
1 What are the Friendship and Babality moves in MK2?
2 I am totally mad about computers (especially Sega) and I'm quite good at art. It is my dream to design computer and console games. Please can you tell me how old I have to be to get a job with either a console magazine or a leading company?
3 Is it me or are Nintendo totally crap?
Becky minter, Grately
STEVE.1. When you have defeated your opponent they are either given a gift or regressed to a baby. Basically, Midway were going to the other extreme to appease the censors who kicked up a stink about the gore. 2. You could start approaching the companies now, and send in plans and things. However, designers need fluent Mac skills and a good eye for design, so it'll be a while before you're ready to join a mag or company full-time. 3. I don't know, are you crap?

A COPY OF PELF

Dear Steve,
Please answer these questions for me
1 I'm pleased with Tengen's conversion of Gauntlet. Is a conversion of Atari's Gauntlet 2 on the cards?
2 Will 1993 F1 World Championship Heavenly Symphony be released for the Mega-CD in the UK?
3 What about Monkey Island?
4 Why don't Mean Machines use more photos for screenshots than screen grabs?
5 Please explain the different between pulse code modulation and frequency modulation
Gareth Crowley, Thirsk
STEVE:1. Nope. 2. Nope. 3. As soon as JVC get their UK Sega licence. 4. because screenshots take ages and are never as good or flexible as grabs. 5. No.

[illegible]

Dear Steve,
Please answer these questions for me
1 What's the best platform game on the Megadrive at the moment apart from Sonic 3?
2 Do you think I should get SOR3, Super SF2 or MK2 for my Megadrive?
3 Is Castlevania any good?
4 Will the following games be out for the Master System and Game Gear: SOR3, Sonic 3, any Street Fighter 2 games, Sonic Spinball?
5 Are there any Snooker games for the Megadrive? If so where can I get them?
6 I have a Japanese Megadrive, why won't the following games work on it: SF2, Jurassic Park, Robo Vs Terminator, Sonic 3, Rocket Knight, Aladdin, Tiny Toons?
7. When is SOR2 coming out for the Game Gear? And will Lemmings 2 be coming out for it?
Chris Chin, Sherborne
STEVE:1. Dynamite Headdy — but it's not out yet. Hah! 2. Well, as only SOR3 is actually out and is the only one likely to be out before September, I'd recommend you get that. 3. Yup. 4. Spinball is heading for the Gear, but that's it. 5. The only decent one is Virgin's Jimmy White licence, and that's not out yet. 6. because of a little device known as a 'Lock Out Chip.' 7. No release date yet, and no.

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*The top journos from Mean Machines, Sega Magazine, Nintendo Magazine System, Computer and Video Games, PC Review, C+, Amiga, The One Amiga and PC Games will all be there

PAULS TIPS

Hi there Mean Machiners Welcome to the Mean Machines satellite, orbiting twenty miles above the Earth I am Captain Paul! Here I sit at the Central Control Podule playing games day in day out, but I care not. It is my trusted duty to the fair citizens of Earth to explore the dark infinity of the Multi-Dimensions, seeking out new and better gaming tips. Sad? Yes. Lonely? YES! But it my chosen path, for I am The Groovy Gaming Guardian! The Joypad Jive Commando! Proud servitor of the dark cosmic force known only as VIDEON! Of course, I am not without friends. Well, visitors anyway Often, my intergalactic chums stop by There's Xantos-9 from Planet Theron, the League of Squid-o-nauts and my dear pal Whitley Streiber, alien investigator. All have joined me in my many daring games adventures at one time or another But don't go thinking I've forgotten you, my chuckling gamesters. Without your perpetual stream of gaming tips, my cosmic task would be impossible. So stay vigilant and if you find any console secrets contact me via your Captain Paul communicator watches or, if you're not a member of my Cosmic Games Legion, send them to this address, CAPTAIN PAUL, HEAR MY CALL! I HAVE A TIP TO BEAT THEM ALL! MEAN MACHINES SATELLITE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU, EARTH. Now, seeing as you're here I may as well give you a tour of the inner sanctums of the Mean Machines Satellite Gamesters Assemble!

Join me now, gamesters, as I enter the Brain Room of the mighty Mean Machines Satellite To the unpractised eye, it might look like this chamber is filled with a mish-mash of flashing computers and whirring machines, but to any member of my trusty Cosmic Games Legion it's obvious what is here. None other than VIDEON-1, the Supreme Intelligence! It is VIDEON alone that writes, [illegible] brute power of his mind. Even for such a mighty mental force, VIDEON can only perform this task once on Earth a month. Normally only Professor Merrett is allowed to read the untreated words of VIDEON, but just this once I'll let you

Aladdin

First stop, [illegible] super-[illegible] new [illegible] Claire's [illegible] for The [illegible] cryogenic [illegible] speaking. On the [illegible] ward his [illegible] extra life. [illegible]

Also, enter the option menu by pressing start and then enter A, C, A, C, A, C, A, C, B, B, B, B. A digitised picture of Dave Perry should appear together with a level select and infinite energy option. Gamester David Yelland of Stafford supplied that one.

SONIC 3

down A. Now when Sonic appears press B. He should turn into a ring. Use A to cycle through the different objects, press C to put them down and B to turn back into Sonic. By pausing the game and pressing A you can return to the Level Select screen. Krrk. Wow, thanks VIDEON! What a hot tip. Thx.

INVINCIBILITY

Silence fool! Krrk. When the title screen comes up, press UP, UP, DOWN, DOWN, LEFT, RIGHT, RIGHT, A, A, B, B, C, C, A, B, C and Start. Sonic should now be invincible for the whole game. Krrk. There is more. Input. Input.

gamesters take a sneaky look! Why, here comes some hot info!

LEVEL SELECT

Krrrk... krrk... Videon has a hot new tip for Sonic 3. Krrr-b-b-b-krk...Level Select. Without Game Genie! When Sega logo appears at beginning of game wait until background turns black and...krrrk...quickly enter UP, UP, DOWN, DOWN, UP, UP, UP, UP. A chime should

screen appears, press down and a new option should appear underneath the normal ones. Select it and, by the moons of Xenos, the level select is yours.

DEBUG MODE

When selecting a krrk...chug...chug...level using the Level Select cheat, hold

NEW LIFE PLAYER MODE EVERY TIME!

inside...krrk...select Tails and pick Balloon Ferk as the course. Now fly over the balloon nearest the check point and drop onto it . Press left when you hit the balloon and keep it held down. Tails should go through the scenery and fly right up to the top of the level, thus beating your opponent every time. Krrk. Videon

ECCO

Here we are in the Mean [illegible] we hang all the pixelated [illegible] our many adventures [illegible] Dolphin. [illegible] Bison and [illegible] his mean [illegible] Bison's [illegible] Ecco's [illegible] gamesters! [illegible] Enter a [illegible] opposite [illegible] ing you. [illegible] Do it correctly and a Debug Menu will appear allowing you to select any level, make Ecco invincible, speed up the tempo of any tune, read all the messages and even face off against the final boss.

MORTAL KOMBAT

Ah, here we are in the Lethal Lounge. It's here that the Mean Machines Crew hone their earning powers under the close observation of Professor Merren, up there in the viewing booth. Boy, you should see it when he sets the Fatal Factor up to Ten.

Frag-ray lasers fly around, [illegible] almost [illegible] There's [illegible] The [illegible] tial if [illegible] haz- ards of [illegible] dreaded THREE HIDDEN Ch[illegible] MBAT as discovered by gamester, A[illegible] fiends, here's how to get 'em:

REPTILIAN SONYA

You may select any character except Sonya:
1. Enter the DULLARD cheat (Last seen in ish #14, game: freaks!) and set the PLAN BASE to
2. Now enable FLAGS 0, 2, 5 and
3. Set [illegible] DON'T [illegible] patient, [illegible] stage [illegible] a double [illegible] to reach [illegible] around [illegible] credits [illegible] though, [illegible] Sonya will now appear, except [illegible] performs some all new moves [illegible] a strange hologram attack that [illegible]

REPTILIAN RAYDEN

To get Reptile Rayden to [illegible] method, but do not select Rayden [illegible] PLAN BASE to 1. Reptile Rayden [illegible] attack, a wrestling clothes-line [illegible] other things.

REPTILIAN CAGE

Getting a Reptile Cage [illegible] not use Kano, Liu Kang or [illegible] are left you can use the [illegible] Rayden, the PLAN BASE [illegible] Sub Zero [illegible] must be [illegible] green [illegible] deadly floating spine-removal [illegible] Stephen [illegible] Zero or Scorpion look like Reptile. Go to [illegible] and enter FLAGS [illegible] Pick Sub-Zero [illegible] and get [illegible] Reptile. There [illegible] halfway through the match press A, B, and C on joyped 2 and press START. Now, when player 2 goes to select Sub-Zero or Scorpion, they are green just like Reptile.

GUNSTAR HEROES

Gosh, memori those Cosmic Annual teamed dread Legion. It only cheat, maybe have her human On the same The last destroy bad guy screen. Shortly after this happens, an icon-dispensing bird flies onto the screen from the left. If you follow it you can get right to the end of the level whilst continually recharging your energy.

Who is the ways on h some Energy likes f apples a recharge

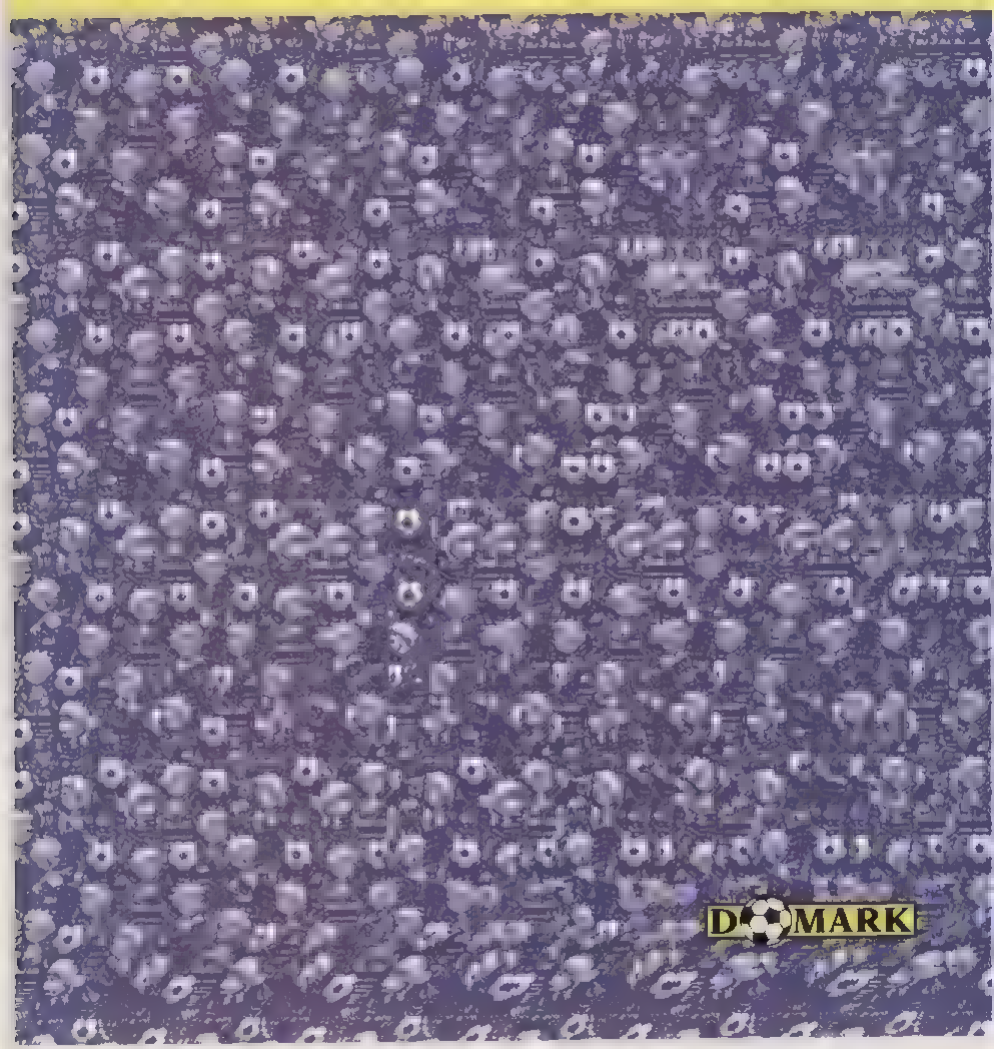
NBA JAM

Last month, you'll remember how the Mean Machines Crew uncovered a dastardly plot by the Miniature Man, who'd shrunk President Clinton and hidden him in an NBA Jam cartridge! Well after we rescued him, Professor Merrett was contacted by Dennis Huddleston of Odsal through his psychic stethoscope, informing him that yet more people were still trapped in there! To free them, just select "YES" to enter your initials and then input the following three letter codes. Don't enter the last letter of each code though, just put the cursor over it. Then hold down START together with the corresponding Joypad button

CHARACTER	INITIALS	BUTTON
RED NINJA	NIN	B
KABUKI	QB	A
SCRUFFY	ROD	B
WEASEL	SAX	C
P-FUNK	DIS	C

MICRO MACHINES

CAN YOU CRACK IT ?



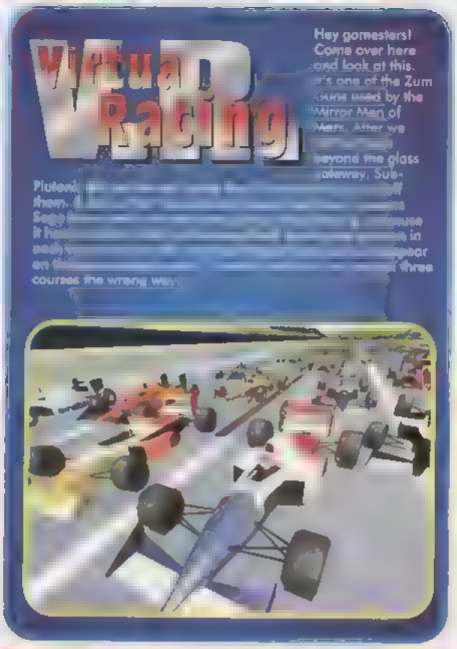
THIS IS A STEREOGRAM. STARE AT THE IMAGE,
DO NOT FOCUS ON IT AND EVENTUALLY ALL WILL APPEAR.

Trust Marko

GAME GEAR

MEGADRIVE

MASTER SYSTEM



Hey gamesters! Come over here and look at this. It's one of the Zum courses used by the Mirror Man of Mars. After we beyond the glass doorway, Sub-Pluto[illegible] three courses the wrong way.

THE JUNGLE BOOK

Here in the Mean Machines library can be found the Jungle Book - a mysterious tome documenting every known shrub in the Multiverse. It was brought back from one of Professor Merrett's expeditions to Planet Jungulus. Unfortunately, he also brought back a symbiotic alien vegetable that stuck to the back of his neck and tried to take him over. After much struggling we finally removed it, but the Prof still shows the scars — he now has tomatoes instead of ears.

Here's a cheat.

Turn on the game and when the Sega logo appears, hold down buttons 1 and 2 together and rotate the D-pad. A chime will sound when the Virgin logo appears, showing the cheat has worked. Start the game and you can select any level you want. Mark Richardson of Liverpool provided that one.

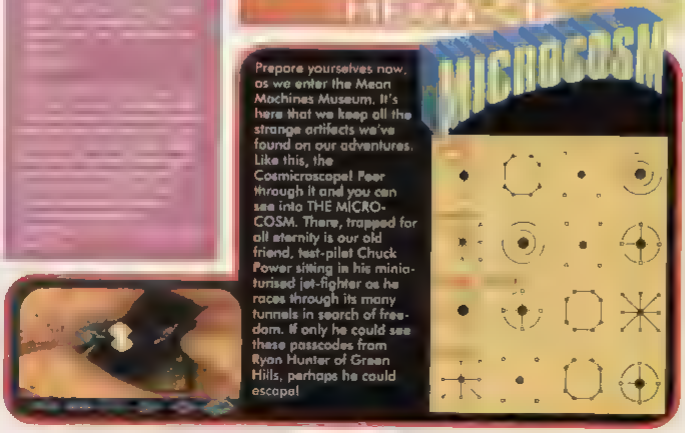
THE KICK BOXING CHAMP

Otherwise known to you regular gamesters as Oz-Man. Yep, having trained himself since before birth in the secret arts of Kenryu Kyokendokro Kung Fu, Oz-Man is the ultimate foot-fighter in the universe. Still even for the Oz these passcodes from Matt and Jamie Hankinson of Orford could prove useful!

ROUND 1 - BLAZES
ROUND 2 - FIREWAY
ROUND 3 - MAGMA
ROUND 4 - VOLCANICS
ROUND 5 - NITROGEANS
ROUND 6 - NEATRON
ROUND 7 - DRAGON
ROUND 8 - MONSTER
ROUND 9 - SLAYER
ROUND 10 - FREEWAY
ROUND 11 - IFONLY
ROUND 12 - PAULINES
ROUND 13 - CROSSROADS
ROUND 14 - FIGHTER
ROUND 15 - TAKEOUT
FINAL ROUND - KNOCKOUT

Enter BARWARS and you can win each fight with one hit.

MEGA-CD



Prepare yourselves now, as we enter the Mean Machines Museum. It's here that we keep all the strange artifacts we've found on our adventures. Like this, the Cosmicroscope! Peer through it and you can see into THE MICROCOSM. There, trapped for all eternity is our old friend, test-pilot Chuck Power sitting in his miniaturised jet-fighter as he races through its many tunnels in search of freedom. If only he could see these passcodes from Ryan Hunter of Green Hills, perhaps he could escape!

MARKO's MAGIC!

Welcome to the world of Marko, a world of cartoon madness. Experience the addictive blend of football skills and platform action that combine to make a superb gameplaying experience. Add the most incredible graphics ever to be seen and the result is **Marko's Magic Football.** It's just like playing a cartoon.

Just as we were putting this issue to bed, we got a call from JVC. 'Come and see Rebel Assault', they said. Bearing in mind it's one of the most anticipated Mega-CD titles ever, we couldn't refuse. So, here for your pleasure, we are proud to present the first PROPER and completely exclusive look at JVC's tribute to the Star Wars trilogy...

STAR WARS REBEL ASSAULT

A long time ago, in a galaxy far, far away...

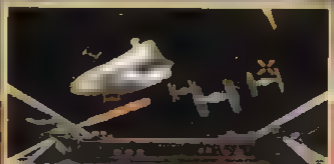
In 1977 BS (Before Spielberg), George Lucas introduced us to a plucky band of freedom fighters. Starting on the desert planet of Tatooine, we met adopted farmer's son, Luke Skywalker, and his two recently-acquired droids, R2D2 and C3-PO. Whilst prising lumps of grit from R2's shell, Luke inadvertently triggered an SOS from what appeared to be a princess. The rest, as they say, is history. Luke consequently teams up with Jedi master, Obi-Wan Kenobi, smuggler Han Solo and his Wookie sidekick, and Princess Leia. Together, they joined the rebel alliance against Lord Vader and the evil empire, and a classic trilogy of films were born.

Such is the popularity of the Star Wars films that, even in these days of Jurassic Park-style effects, they still make fascinating viewing. Star Wars, The Empire Strikes Back, and Return Of The Jedi were, at the time, ground-breaking films which not only had a solid plot running through each, but featured more alien species than countless B-movies.

JVC's Rebel Assault is predominantly based on the first film, with the player making their way through a series of attacks on the empire which culminate on the epic journey along the Death Star's trench as the rebels attempt to locate its weak point — a small exhaust port and split it open with a missile. However, on your way to this target, the player is dropped into a series of ice stages, reminiscent of Luke adventures on Hoth during The Empire Strikes Back, which also mark the appearance of the empire's AT AT Walkers.

As of yet, JVC don't have a UK Sega licence, so Rebel Assault is stuck in limbo. However, the CD is currently with Sega for analysis and should be cleared for release for in September. Fingers crossed.

Alert, alert, haircuts coming in at midnight.



▲ Death Valley only in the very

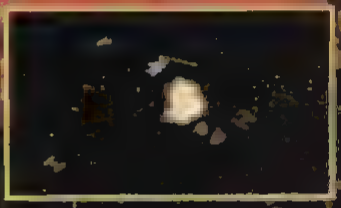
▲ The Great Leathers' 'dock' scene encompasses its own repair pack.

▼ This sequence shows the speeder-bike AT-AT stage.

Game stills © LucasArts. Artwork © 20th Century Fox Reproduced with permission.

ECHOOTA [HOW RUDE!]

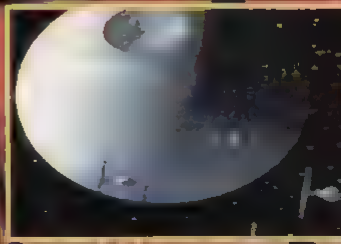
In the past, Mega-CD titles have been criticised for the lack of interaction on the player's part. Tomcat Alley has gone some way to redress the balance, but JVC claim Rebel Assault will combine film footage with playability more so than any other CD title. There are three distinct game styles within Rebel Assault's chapters. For the most part, the action is viewed from behind the player's current ship, with the joypad moving the ship within a narrow area as the pre-filmed backdrops whizz by. Similarly, there are several levels viewed from within the ship, and these offer the player slightly more control as they pick their way through a maze-like caverns. Finally, stand up battles are viewed from behind the unnamed Rookie as he is shuffled to the left and right and made to duck as he returns fire at oncoming Stormtroopers.



▲ The distant ship of Vil Mohaan exploding in space.

▲ Ammie! evasive action! We are undone (etc.)

▼ The daunting



WATCH YOUR MOUTH, KID

Everyone s going on about the gap between films and games shrinking with the advent of CD technology, but Lucas Arts aim to reduce t even further Rebel Assau t features a key cast of five rebel members each of whom the player is n contact with throughout the game The player, however, isn't cast as Luke as originally thought, but as the unnamed Rookie One — and these are his wingmen

Commander Jake Farrell: A space veteran drawn out of retire ment for this last ditch attempt to over throw the empire A particularly useful teacher but scarnfu of cocky new-bloods

Commander Ru Murleen: Despite her youth, Murleen 's the gal responsible for getting new pilots through their train ing

Captain Merrick Sims: Another veteran, with more kills than any other pilot He's in charge of Blue Squadron, and is an essential ally in the battle for the Death Star

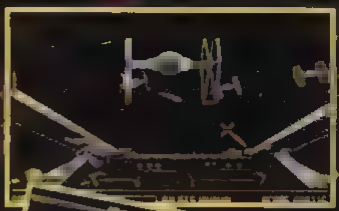
Harris: Harris s father was one of the key figures of the old' rebel alliance and as a result Jnr is expected to live up to his dad's reputation

Lieutenant Turland Hack: In charge of communications on Tatooine

This sequence shows Luke infiltrating the Imperial base on Hoth, in a 'shooting gallery' style chapter.

Always shoot a stormtrooper when he's

This game moves the view of



MY FRIEND DOESN'T LIKE YOU...

Lucas Arts have strived to make Rebel Assault as close to the George Lucas movies as possible even down to the way the screen fades in and out. The action starts on the planet Tatooine with the Rookie player training to join the rebels From here, the action progresses on a quick tour of duty to a rebel-held ice planet which is under attack from the Empire Last this long, and you ve earned your wings, and are wh sked away to the rebel base on Javin where the plans to attack the Death Star are being hatched Each of the stages leading on to these key points are shown in chapter form, with each stage of the plot made up by four or five chapters

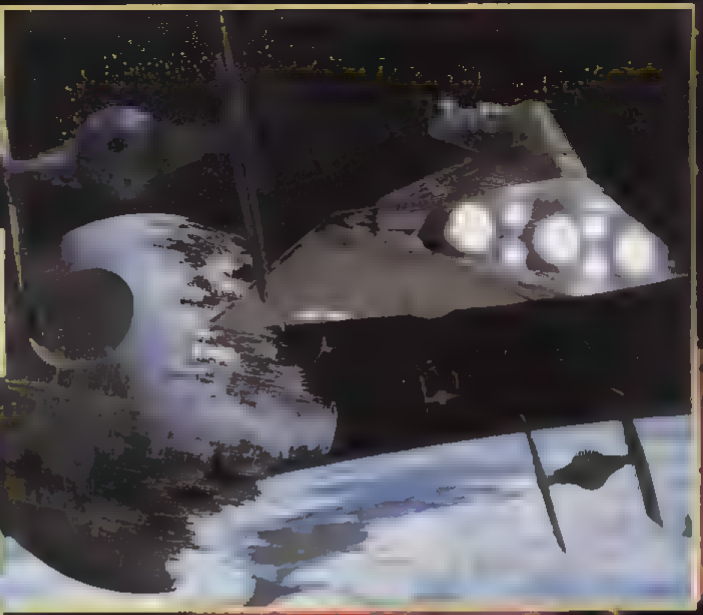
The trench sequence is one of the more exhilirating parts of the game.

The huge cannon takes a concerted effort to destroy

▲ A stealthy section of Chapter One's odyssey.

AREN'T YOU A LITTLE SMALL FOR STORMTROOPER?

As you can see from the screenshots shattered across these pages, Rebel Assault is the Cindy Crawford of video games – a real looker. As the player's X-Wing tears across the canyons of Tatooine, the sand dunes and hills whizz by at such speed it's easy to miss the detailing used. Lucas Arts have used ray-tracing techniques to combine the detail with speed and, even though the Mega-CD's typical grainiess is noticeable, no other Sega CD title can touch them. These techniques are exploited further into the game as the player roars across the surface of the Death Star and past Star Destroyers, and the effect is further enhanced as footage from the films is interspersed with the action.

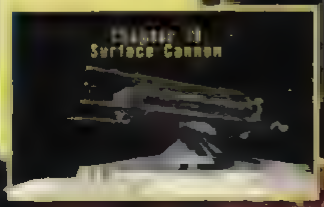


JABBA NO WONGAH

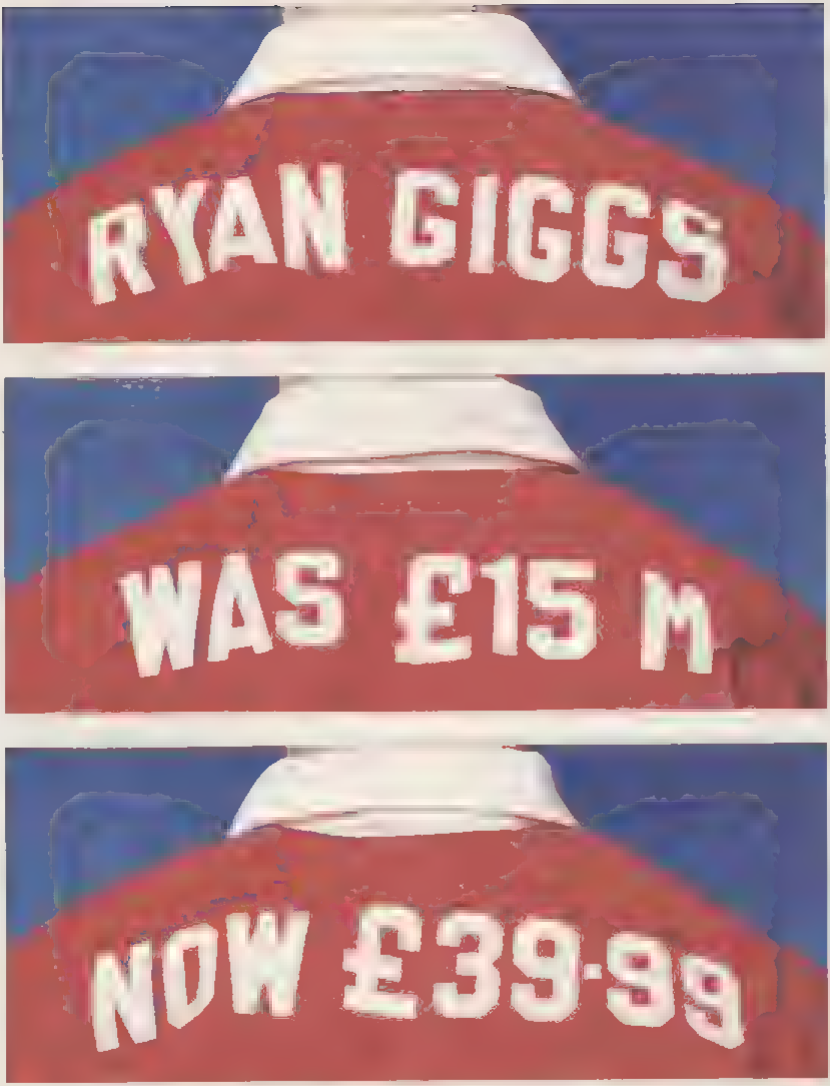
Whilst ideas such as the AT-AT attack and the tunnel run towards the Death Star's exhaust pipe have been lifted straight from the film, some new ideas have been added to the mixture. Take up options like destroying before the player gets to use their tow cab as opposed to dodging all the rubble and bullets. First they must locate and destroy the probe droid sensing love for the Empire. Secondly, a buggy laser stands between the X Wings and the trench to the port and can only be destroyed by destroying its shielding. As such, several fly-pasts are needed to blast away the shields and then destroy the gun itself.

THE FORCE IS STRONG IN

Behind Asteroid consists of a huge wave of speculation surrounding a new Star Wars film title. George Lucas has confirmed he is planning to make the fourth instalment, and rumours indicate that it will be set during the 'Clone Wars' period of the trilogy. As such, it is believed it will follow the Emperor's route to power, and the younger lives of Obi-Won and [illegible] the point at which Anakin turned to the dark side and became Darth Vader. Other than that, little else is known [illegible] rumour about Macaulay Culkin being in it is a write-off.



▲ My God! Tony Bonn has crossed to the Dark Side. Holy Tory MP's of the 25th century!



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1-2 PLAYERS

GAME TYPE: ADVENTURE

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BY: BANDAI

RELEASE: IMPORT

OPTIONS

CONTROL: JOY PAD(6 BUTTON)
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: MEDIOCRE
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

BEAT 4 FIGHTERS

ORIGIN

Dragonball Z comes from Japan, where it is a successful comic book and toy format.

Defeat opponents in the one-on-one beat 'em up style, by knocking the energy out of them.

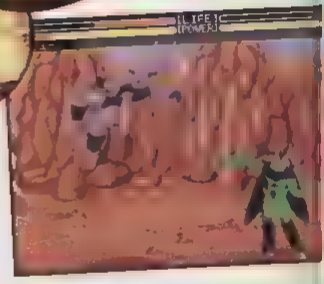
In Japan, comic series of the likes of Dragonball Z are immensely popular with children and adults alike. The volume of material pushed out on sagas like 3*3 eyes and Ranma might seem huge to us, and the lurid-coloured paperback back-to-front format of the editions, stacked in their thousands in Japanese bookshops are far removed from our Dillons and Waterstones with their glossy seasonal novels and hardbacks.

But the Japanese go one step further and turn their literary creations into digital forms. Dragonball Z is just the latest. The exploits of Goku and the Super Sayo people of Vegita in their struggle against Friza and his robot cohorts have been distilled into a one-on-one beat 'em up. Before you groan, it's an idea not totally lacking in originality.

DR BA

FLAMING NORA

Each player has two bars. The top one shows energy level, consistent with most beat 'em ups. The bar underneath signifies the power level of each fighter. This creeps up during a bout, but may be boosted by the players performing a move which envelops them in mental energy. When suitable powered up fighters can perform immense special moves which rocket across the screen as huge beams of energy, doing massive damage.



WORLDS APART

The fighting arena in Dragonball Z covers a larger area than other games. Freedom of movement is possible by the screen splitting. As the player's separate, a vertical division appears. Also, when one player takes to the air, using his levitation powers, a horizontal divide splits the playing area.

BALLS THANKS

To George at ICE Distribution (0302 340 079), who supplied us with Dragonball Z in his own inestimable fashion.

DRAGON BALL Z

MAJOR BALLS UP

The secrets of the squiggles revealed! The essential guide to the characters of Dragonball Z and the r fo bles

GOKU

He s a descendant of the Super Saya, a people of secret power He studied martial arts under Mutenro (the turtle wise man) and joined the greatest ever Martial Arts society He is the number one warrior amongst the Saya, but wishes to garner even more power

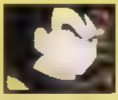
GOHAN

Also descended of the Saya, he s in fact Goku's son In the course of his life, his many battles enlightened him in the way of the Super Saya making him more powerful than his father

PICCOLO

He hails from Namek, planet of the Dragonballs and was son of the Evil King Piccolo the persona of evil in the earthly Gods (spook!) After achieving his deified form, he enhanced h s powers by intense training

VEGITA



A Super Saya he is extremely powerful, but it has in bred a sense of arrogance and aggression within him He has some endearing qua rties

TRANX

Vegita s son, he has an immense understanding of combat He despises the robotic legions of Doctor Gero

KRIRIN

Also a pupil of Mutenro and a close friend of Goku His favourite technique is 'Kienzan' our 'round mind cut', when he casts his mental energy into a devastating kamehome wave

RIKUUM

Member of the Ginew special squad This ruthless fighter carries on even when he s down His mouth-based eraser gun can change the pattern of the stars such is its power

GINEW

Chief of the Ginew squad Frizo's trump card He uses doppleganger power to match the form of his opponent, which he calls 'Kinapoozu

FRIZA

The ring-leader who brought about the destruction of Vegita, home of the Saya His ambition is no less than rule of the entire universe, leaving fear in his wake

ROBOT HO 8

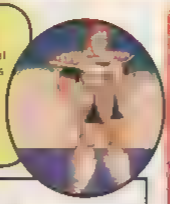
A new generation robot based on life-like human form Power is of supreme importance to artificials, so it has an inexhaustible energy source, meaning it never tires

CELL

Cell is a biotechnical experiment — creating a fighter out of the cell cultures of martial arts experts The final form has acquired immense

STRIKE A POSE

Apart from the screen split Dragonball Z s set apart with its range of moves Each p ayer has around e ght to nine spec a s covering al sorts of conventional combat manoeuvres and plenty of fantasy moves Many of these require fiddling of the oypad in Streetfighter vein



COMMENT

IRONY CORNER

It is slightly amusing to find Dragonball Z pro grammed by Bandai, a Japanese toy company who have always had an association with Nintendo Indeed until 1993, Bandai were the licensed distributors for Mario s wares in the UK and would have blanched at the thought of a Megadrive game

COMMENT

▲ The main character spends a fortune on Shockwaves gel and Elnette hairspray

GRAPHICS 74

▲ The first Megadrive beat 'em up to split the main window.
▼ Some of the sprites and backgrounds look plainsire.

SOUND 83

▲ Peppy energetic soundtracks which drive the game along. Great sound effects.
▼ Not much variety to be found in the music.

PLAYABILITY 84

▲ There's a huge range of moves, some of them quite satisfying to perform. A very tactical beat 'em up.
▼ The jerky performances gives it an amateurish feel.

LASTABILITY 78

▲ Eleven opponents, and various game modes.
▼ Some enemies succumb to 'repetitive move syndrome'.

VFM 73

▼ The £60 tag is discouraging for a game that, at its heart, is an imitation of many others.

OVERALL 81

Intriguing, quirky, enjoyable and off-beat. Dragonball Z is for those who like their beat 'em ups unusual (if that is possible).

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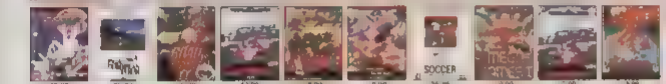

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1 PLAYER

GAME TYPE
PLATFORM

TBA

VIRGIN

JULY

CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: EASY

1ST DAY SCORE
REACH LEVEL 8

ORIGIN
Based on the classic Walt Disney animated feature film.

Guide young Mowgli across the ten platform levels and five bonus sections, collecting gems and finding his chums.

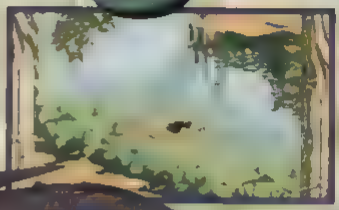
The Jungle

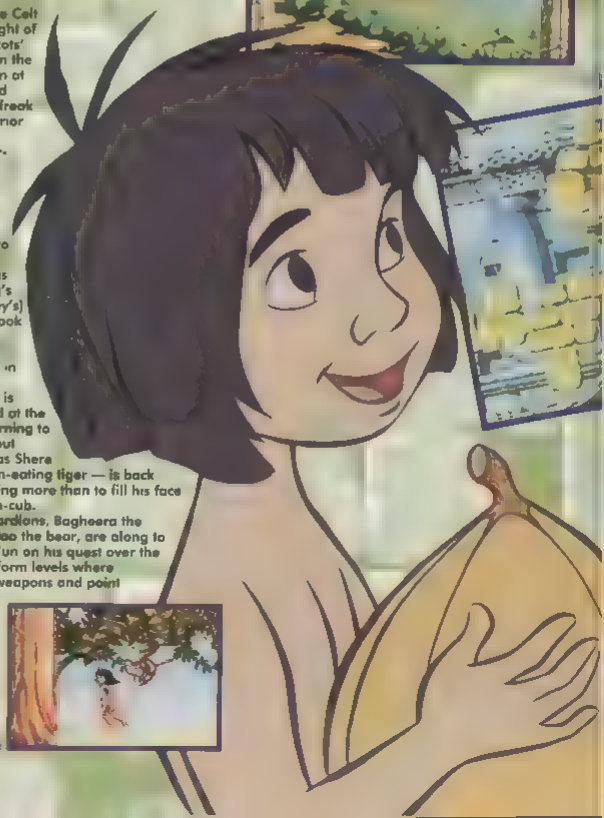
All these city slickers who moan that it's a jungle out there must be blind. Surely they can see that the answer to all there problems is to wear a loin cloth! Look at Tarzan, surrounded by ferocious beasts aplenty, but did they ever touch him? Nope. It's the loin cloth y'see — they were scared to give him any grief or otherwise that flimsy pouch would go flying! The same sort of principle was employed by the Celt army. The thought of thousands of Scots' willies waving in the wind as they ran at you at full speed was enough to freak the bravest warrior out.

This idea certainly worked for Mowgli the man-cub, which brings us nicely to the point of this intro as it's platform action aplenty as Rudyard Kipling's (and later Disney's) classic Jungle Book swings onto the Megadrive.

Having lived in the jungle since infancy, Mowgli is none-to-pleased at the prospect of returning to human society but return he must as Shere Kahn — the man-eating tiger — is back and wants nothing more than to fill his face with tender man-cub.

Mowgli's guardians, Bagheera the panther and Baloo the bear, are along to help the young 'un on his quest over the ten jungley platform levels where bonuses, extra weapons and point boosters are there for the taking while the beasts of the jungle try their best to thwart the man-cub's escape plans.





Book

I WANT TO BE LIKE YOU

Like Cool Spot, Global Gladiators and Aladdin before it The Jungle Book is an unashamed platform game. And like most games of this genre there are pick-ups aplenty en route. Here's a run down of some of the more useful ones

Heart: Boosts Mowgli's energy level.

Mowgli Head: An extra life usually found far out of the man-cub's group. Can only be reached by leaping energetically on an obliging snake.

Gems: A certain number of these must be found per level before Mowgli can progress to the boss and ultimately the next level.

COMMENT

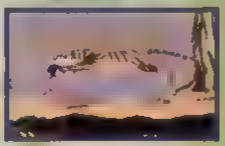
LUCY

Wowee, whoopee-doo and salutations — it's another platform game from Virgin which is not at all like Cool Spot, Global Gladiators or Aladdin. OK, you've caught me out: it is similar. Very similar. But to be fair, I do like this one more than all the others. The graphics are spot on — typically lavish, colourful and Disney-esque with massive sprites and excellently represented characters from the cartoon and the jolly Jungle Book tunes are present and correct. But what about the all-important playability? Well, platformy it may be with the usual leaping from place to place, collecting power-ups and shooting foes, but it is good fun — especially with the bonus levels and hidden areas thrown in for good measure. However, like many before it, this game is much too easy — I reached the eighth level on my first go and although I probably didn't reach all the hidden areas. This doesn't bode well on the longevity front and, sadly, unless you're a Disney freak, it means it just ain't worth the cash..

CARTOON CRONIES

On the first level you get a free ride as far as bosses are concerned it's just a matter of collecting your gems and finding Bagheera who's basking in the sun. Thereafter, though it gets a bit more tricky. Here's the gen on a few of the guardians

Another fruit thrower, but a lot more ferocious than Baloo

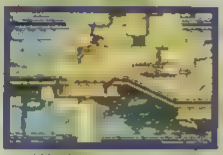


Shere Kahn The final and trickiest boss to tackle which we're not going to give you even a hint on you'll have to wait and

Kaa, the Snake Attacking Mowgli from all angles, this slimy creep shoots hypnotic homing missiles from his eyes which the boy must avoid while shooting Kaa's head for all he's worth

Baloo the Bear Mowgli's pal still holds the man-cub up because he thinks it's a real hoot to chuck fruit at him. Mowgli must balance on two rocks in the river, catch the fruit and chucks it back

▲ Can you stomach this level?



▲ Prickly platform problems.

FRUIT AND NUT CASE

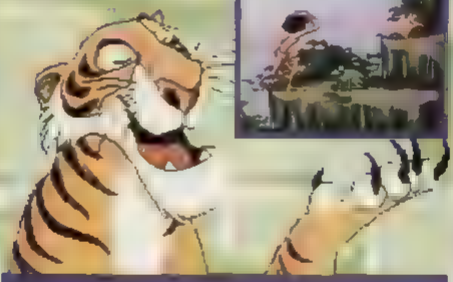
Although Mowgli can waste some of his foes by bouncing on them he couldn't survive without his weapons. Luckily, there are a number of power-ups at his disposal. He starts with a limitless supply of bananas to throw but these can be exchanged for

Nuts: Slightly more powerful than the standard shot..

Mask: [illegible] ▼ [illegible]

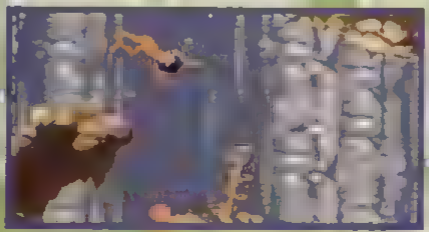
Double Bananas: Another nice one for taking on bosses.

Boomerang: Surrounds the man cub with fast-moving boomerangs — great when confronting lots of baddies at once.



BONUS NECESSITIES

Hidden throughout the game are five bonus levels which can only be accessed when Mowgli discovers a secret spade. He then finds himself in a cave where masses of power-up icons are lying just gagging to be picked up



GUS

A few weeks ago Virgin's Aladdin was given 'Game of the Show' at the ECTS in London. I thought it was a ridiculous decision, judged entirely on appearance alone. Jungle Book has been conceived out of the same mould, and may receive the same fatuous accolades. In fact, Jungle Book is nothing more than a re-styling of a concept which was a re-styling of Cool Spot which was a restyling...There's no doubting this game's beauty. A phenomenal amount of work has gone into tiny details like flies, Mowgli's animation, pastel-shaded backgrounds, and falling leaves. But in gameplay terms it's appallingly regressive. How can a game be playtested properly when you traverse three-quarters of its levels within a day? It's an attractive, seductive game, but with a lethal lack of durability. Virgin are innovative developers, and have produced many knockthough games (Dune II comes to mind), and will no-doubt write many more but, sadly, Jungle Book is not among them.

GRAPHICS

91

▲ Spot on. Beautiful backgrounds and large, detailed sprites which are all faithful representations of the Disney characters.

SOUND

84

▲ All the old favourites from the Disney film are in here.
▼ The effects are a bit naff, though.

PLAYABILITY

88

▲ Really easy to get into with lots of places to explore.
▼ But it's the same old thing with nothing new to offer.

LASTABILITY

66

▲ The bonus levels take some finding.
▼ The ten levels can be zipped through far too quickly and once completed there's nothing to bring you back.

VFM

68

▼ A game which will take you only a couple of days at the most to complete just isn't worth the cash demanded nowadays for Megadrive carts.

OVERALL

75

This game's rather like a limey verse — beautiful to look at, but empty, too easily reached and not worth the money.

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1-2 PLAYERS

GAME TYPE: SPORT

PRICE: £44.99

BY: US GOLD

RELEASE: JUNE

OPTIONS

CONTROL: JOY PAD
CONTINUES: N\A
SKILL LEVELS: TEAM DEPENDENT
RESPONSIVENESS: AWFUL
GAME DIFFICULTY: HARD

1ST DAY SCORE: WON WORLD CUP

ORIGIN

Football teams all over the world meet up every four years for the World Cup. US Gold have recreated the tournament.

GAME BREAKDOWN

GAME AIM

Lead your chosen team to victory having beaten virtually every Footballing nation known to man. Do this, and a nice gold trophy is yours.

World

DO I NOT LIKE THAT PASS...

It has been 28 bloody years since England have won the World Cup. In fact, the last time an English player held the trophy it was in its original Jules Rimet shape, which has since retired to Brazil's cup cabinet because they won it three times.

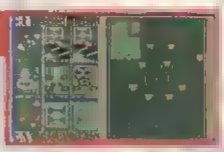
What's worse, we won't get another crack at it until 1998, because Graham Taylor couldn't select a team capable of demolishing the part-time fruit-pickers (or whatever) of San Marino. Still, even ol' 'Turnip' and Laune McMenenenenemy can have another go at lifting the trophy, as US Gold's official licence runs on field. It boasts more tactics and options than any other of its kind, and allows the player to customise the game in virtually every department — including the addition of England to the squads available. If only it was that easy in real life.

World Cup '94 exists on two levels either as a straight kickaround or a tactician's dream. Whereas contin ued play of some footy games often reveal an unbeatable way to score every time, US Gold have tried to counter this by allowing the player to tinker w th their team formation before and during a match. For example, having found your side's defence exposed by long passes, a quick trip to the tactics menu allows the player to drag a player icon to counter such an attack. Lo and behold, the next time the attackers try the same move, they'll find a defender waiting for them!

CupUSA94

AS YOU LIKE IT

If there's one thing World Cup '94 has in buckets loads it's options. In addition to the usual one/two-player games, weather conditions and the like, the game's many options also allow the player to determine everything from how well the ball sticks to the players' feet, the colour of the kit, and even the names of the teams — what's more, the made-up players in the game can also be replaced with the real thing. Blimey.



Our forces shall march to footballing victory!

COMMENT

Find the sniper, now!

Stripy lawns are a lot of hassle.

COMMENT

GRAPHICS

79

▲ The presentation is faultless, and the in-game sprites are small but behave and look realistic enough.

SOUND

61

▼ Far from impressive. The music is blander than a Worlds Apart CD, the sound is optimistic to say the least and the effects are similarly dull.

PLAYABILITY

70

▲ The footy section is easy to pick up, and tackling and passing soon become second nature.
▼ Scoring seems to follow a

LASTABILITY

66

▲ The game can be changed in every way, so an infinite number of tournaments are yours.
▼ This doesn't disguise the slow pace of the all-important match sections.

VFM

67

▲ There's a lot in it for your money...
▼ ... but it just isn't addictive enough to stand up to long periods of play.

OVERALL

67

A tactician's delight, World Cup '94 is the Cameroon of footy games: it tries hard but ultimately can't cut the mustard.

PLAYERS	1-2
PRICE	TBA
BY	CODEMASTERS
RELEASE	JULY
GAME TYPE	ADVENTURE

The word classic is bandied about rather too often, but if one game can live up to the moniker it's Archer Maclean's C64 and Atari 400 blaster, Dropzone. Now it has been updated for the 90s with a scenario which goes on about Ionian crystals and the like. However, at the end of the day, Dropzone is still a Defender clone with the player saving scientists whilst blasting aliens out to kidnap them.

As such, forget complex scenarios and fancy crystals. Dropzone boils down to cluster of small sprites being hoisted away by larger green ones. As a jet-packed spaceman, blast the green guys and drop blue ones into a nearby haven. Repeat until your three lives are gone. And don't forget your smart bombs. It's as easy as a Sainsbury's recipe.

MEGA GAME

ARCHER MACLEAN'S DROPZONE

GRAPHICS 66
The same planet repeated, and tiny and uninteresting sprites.

SOUND 45
The usual blasting effects and [illegible]

PLAYABILITY 92
Superb. No holds barred blasting action.

LASTABILITY 87
The alien patterns get tougher and they put up a really tough fight.

VFM 90
One of the best blasters the Game Gear is ever likely to see.

OVERALL 90
A welcome and very close conversion of the C64 classic. The best blaster available for the 'Gear.

Things tend to fall apart quite frequently.

COMMENT

STEVE

[illegible] played [illegible] ver- [illegible] of [illegible] game [illegible] is, [illegible] for me [illegible] game [illegible] ever [illegible] and huge [illegible] is just a [illegible] 'em up [illegible] bland [illegible] something [illegible] proves [illegible] playable [illegible] long for [illegible] speedie [illegible] Codema[illegible] aged [illegible] the C64 [illegible] control [illegible] a stunning [illegible] have to [illegible] fan of [illegible] but for sheer [illegible] pants addiction, Dropzone can't be beat. Perfect Game Gear fodder.

ENEMY MINE

Game Gear Dropzone features all the monsters made famous in Archer Maclean's original. In addition to the customary green baddies, there are red mutants which chase the player around the screen, lightning clouds which unleash deadly bolts of electricity, and seemingly innocuous balls which, when shot, release a pack of worms which are very hard to hit.

COMMENT

[illegible] graphi[illegible] no distan[illegible] plex [illegible] just pla[illegible] instinct[illegible] yoursel[illegible] ago [illegible] hundre[illegible] hundre[illegible] to enjoy [illegible] Defend[illegible] of mode[illegible] Codema[illegible] they [illegible] brings [illegible] your ha[illegible] most fun you can have with five fingers.

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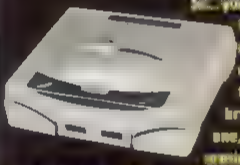

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1 PLAYER

PLATFORM

PRICE: TBA

BY: US GOLD

RELEASE: JUNE

OPTIONS

CONTROL: JOY PAD
CONTINUES: NONE
SKILL LEVELS: 3
RESPONSIVENESS: OKAY
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

45,000

The Hulk was the second Marvel comic creation of Stan Lee, after The Fantastic Four.

CHALLENGE

GAME AIM

Defeat each of Hulk's five foes, who await him at the end of platform levels.

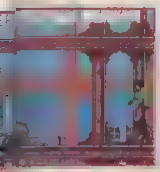
Hulk is somewhat different from the average super-hero. Icons like Superman, Spiderman, and the X-men share common characteristics which make them super-beings: handsome, seemingly impregnable, inspiring. By contrast the Hulk has always inspired pity. He's a freak; a Jekyll and Hyde mistake. He possesses power, but it cannot be controlled.

You might expect the most poignant character in the comic canon to be approached with care when a video game goes into production. After all, it's not all storming and superpowers with the Hulk. Which is perhaps why US Gold have taken so long to produce their licensed game. So, just what have they done?

COMMENT

CHANGELING

In the Hulk stories, the transformation to the Hulk occurs when scientist Bruce Banner is enraged. In the game you spend most of your time in the green-skinned role, helpfully allowing you to beat up the robotic legions standing in your way. You only become Banner again when your energy level falls to a certain amount, and death nearly always follows a few seconds later. Becoming the Hulk again depends on collecting the necessary transformation pods.



COMMENT

...reme, for over a year and a half. They even received advice from a senior figure in game journalism (his anonymity is respected here), but the end result is a complete non-event. All the rage, action and brute power the Hulk represents has been lost in this pathetic, production-line platform beat 'em up. It's not even a good example of the genre. Just like Virgin's Supermarket debacle, console programmers have an unerring ability to make superheroes into super dorks.

Excitement? My heart barely skipped a beat.

GRAPHICS 80

▲ The Hulk sprite is magnificently drawn and very green.
▼ Not quite big enough. The backgrounds are bland.

SOUND 88

▲ Excellent swing-beat style soundtrack, just like the cartoon would be sure.
▼ Very standard FX.

PLAYABILITY 70

▲ A modicum of gratification, short-lived.

▼ There's no real sense of either achievement or purpose.

LASTABILITY 59

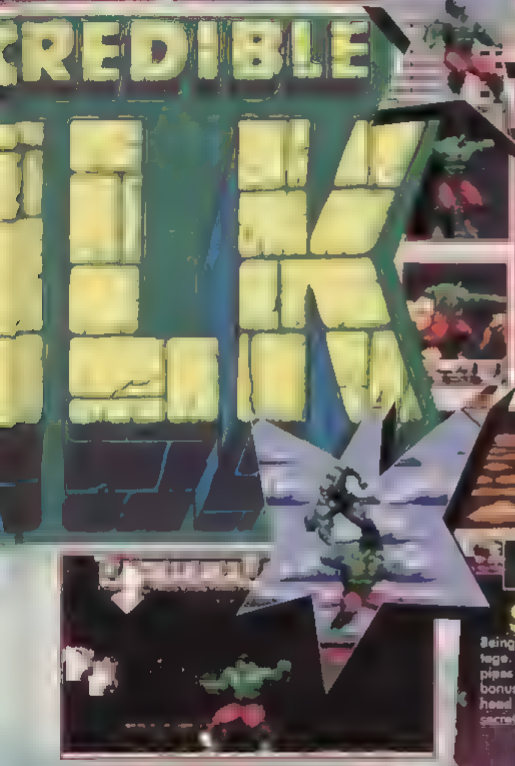
▲ It will be difficult to trump through all five stages with one credit.
▼ Hulk's main problem is that it's very forgettable.

VFM 68

▼ There are many ingenious platform games for the price. Just read the comics.

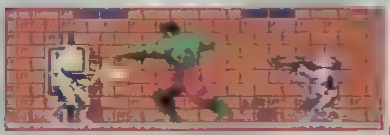
OVERALL 66

The epithet 'missed opportunity' is a cliche, but just so applicable to Hulk's case.



BRAWN INDEPENDENT

Hulk uses a small selection of combat moves: headbutts, throws and punches. Previously, one strike from the big green monster was enough to silence most opposition, but these robots can withstand anything up to three hits.



SHRINK TO FIT

Being Bruce Banner has one advantage. You can fit into some narrow pipes and passages, often leading to bonus rooms. Hulk also has to use his head later on, as progress is linked to secret doors and switches.

1-3 PLAYERS

GAME TYPE: BEAT 'EM UP

PRICE: TBA

BY: VIRGIN

RELEASE: JULY

OPTIONS

CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: SLUGGISH
GAME DIFFICULTY: EASY

1ST DAY SCORE: [illegible]

ORIGIN

Bruce Lee is probably the single-most famous martial arts expert of all time. Dragon is based on the film of his life.

GAME BREAKDOWN

STRATEGY

GAME AIM

As Bruce, your one task in life is to smash seven shades out of anyone you meet. If that's true of his life, I'm glad I never met him.

It seems to us that Dragon: The Bruce Lee Story, was a very flowery interpretation of the actor's life. Granted, he was indeed the greatest martial artist in cinema history, but some of the stuff he got up to in that film? Like scrapping seven or eight cleaver-swinging chefs at once? Hmmmm.

Still, if the film was a true representation of his life, Virgin have every right to breathe a sigh of relief. If Hollywood is to be believed, Bruce made his way through life via a series of superb fights which start with him taking on a load of American sailors, doing the same to the aforementioned chefs, and eventually making his mark in films like 'The Big Boss' by er, fighting more people. Virgin have recreated these in the 11 stage beat 'em up that is Dragon, setting each battle within a scrolling play area. Mind you, I hope they've skipped over the soppy lovey-dovey bits and the bit where Bruce breaks his back, as they were really dull. And the latter wouldn't allow for any special moves...

Fanny Craddock gets a kick to the beard!

DRA[...]

THE BRUC[...]

ENTER THE (LITTLE) DRAGON

Dragon picks out key fights scenes from the film, starting with his fight against a chain-wielding sailor, and moving on to a fight against a [illegible] armed with a meat cleaver. [illegible] scene for the [illegible] Bruce's life. Similarly, the game follows [illegible] [illegible] been taken from the film and cleverly used in the game, too, including three mirrors Bruce's dad gave him which are used to symbolise his remaining lives and a series of sub-games which test his speed and agility and were used to gauge his increasing prowess on the big screen.

BRUCE LEE 2

In addition to the one-player mode, a second player can join in for a bit of a scrap, too. Virgin's developers had originally hoped to use, Bruce's wife, Linda Lee, as the secondary player, but this never came off, so a second Bruce sprite has been used instead, albeit in a different coloured pair of strides. This second fighter does has the disadvantage of removing the second chef who appears in the kitchen, though.

AGON

E LEE STORY

These devices are not on sale to kids.

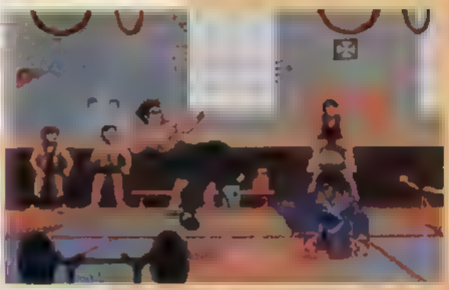
As with most beat em ups, Bruce's energy is shown as a bar at the top of the screen. Directly below this, though, is a secondary bar which denotes the power of Bruce's 'Chi' — mystical power By moving to the left-hand side of the screen and pressing the Start button in conjunction with the pad, Bruce's move configurations are altered slightly, adding such special moves as somersaults and speed kicks to his inventory

COMMENT

GUY

I'm not a Bruce Lee fan, and I don't [illegible] Bruce Lee games, but I [illegible] this one. Graphically it's [illegible] Sprites are huge, well animated and [illegible] Sadly, the gameplay is [illegible] Bruce's opponents are [illegible] and the fighting is [illegible] Bruce's moves are [illegible] and the [illegible] Bruce's fighting skills. I'm also unhappy with the lack of moves — even [illegible] the two other [illegible] into account [illegible] doubled up to Eternal Champions 48 odd moves, or Mortal Kombat's eight directional [illegible] that matter. Dragon's an attempt to give a new gloss to combat [illegible] but the mechanics aren't there.

This isn't [illegible] Samurai falls prey to the [illegible] of gameplay flaws that [illegible] Firstly, as [illegible] mentioned, the 'somewhere [illegible] syndrome. The trick is [illegible] opponent is too easy to beat, so the programmers take the control of the character away from the player. Secondly, 'repetitive move syndrome' [illegible] Bruce's fighting skill. I'm also unhappy with the lack of moves — even [illegible] the two other [illegible] into account [illegible] doubled up to Eternal Champions 48 odd moves, or Mortal Kombat's eight directional [illegible] that matter. Dragon's an attempt to give a new gloss to combat [illegible] but the mechanics aren't there.



SAMURAI SHOWDOWN

In the film at key turning points in his life Bruce's dreams are haunted by a towering Samurai demon. Bruce finds himself in a smoke filled graveyard with the spectral warrior bearing down on him for a fight to the death — one Bruce eventually loses. The game uses the Samurai as its final boss, but whenever Bruce's three lives are lost, a timed fight against the warrior allows the player to continue. Providing they beat him, that is.

▲ I wield the spade of doom.

GRAPHICS 90

▲ Large sprites, and superbly-detailed backdrops. Instantly recognisable from their filmic counterparts.

SOUND 84

▲ Varied music and atmospheric [illegible] groans.
▼ The effects aren't exactly all they could be.

PLAYABILITY 76

▲ Beat 'em ups are always fun to set a movement.
▼ But Dragon's sluggish controls and unfair gameplay [illegible] prevent full enjoyment.

LASTABILITY 76

▲ Plenty of [illegible] each [illegible] boss is tough.
▼ Irritating faults ruin what could have been an excellent [illegible]

VFM 78

▲ If nothing else [illegible] game [illegible] have enough playability to warrant a buy.

OVERALL 77

The perfect beat 'em up licence is wasted in a game which is just a little [illegible] like films: impressive to look at but no real content.

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1 PLAYER

GAME TYPE
BEAT 'EM UP

PRICE TBA

BY VIRGIN

RELEASE TBA

OPTIONS
CONTROL: ANY PAD
CONTINUES: NO CHANCE
SKILL LEVELS: 3
RESPONSIVENESS: ADEQUATE
GAME DIFFICULTY: AVERAGE

1ST DAY SCORE
BEAT SECOND BOSS

ORIGIN
A platformer based on the eventful life of Bruce Lee, as seen in the biopic, Dragon.

GAME BREAKDOWN

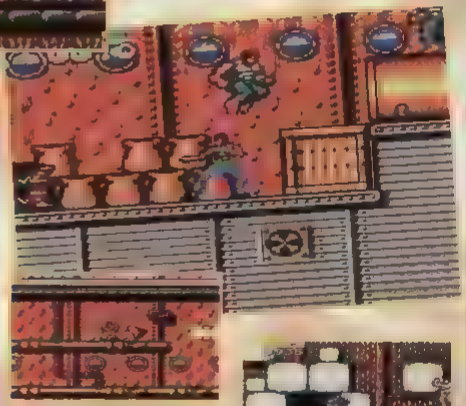
GAME AIM
Explore platform stages collecting bonuses and kicking the crap out of the game's many assailants.

DRA

THE BRUC

As a child Bruce Lee was known as the 'Little Dragon', which proves quite prophetic for this handheld recreation of the events of his life. Charting his progress from petty crook to martial arts expert and movie star, Dragon is a scrolling platformer reminiscent of US Gold's C64 licence of way back.

Starting on the boat from Hong Kong to America, the action contains both fight scenes and object collection, with the former coming into play via a series of kicks and punches, and the latter used to replenish any lost energy or add a few extra points to Bruce's score. This mixture is then repeated as the player guides Bruce to movie stardom and into countless scrapes.



The ice factory is trickier than a Wallis' temple funster...

Whilst Game Gear Dragon may not look much, it does play rather well — if only for a while. The fighting action is limited to a handful of moves (with one despatching virtually everyone with minimum effort), but the platform part of the game throws up some really smart ideas. Handheld Dragon was never going to win any awards for its similarity to the movie, but the game has more than enough neat ideas inspired by the film's fight scenes. People jump out of ice blocks, and band saws are a real danger, and these ideas gel together to create a playable, but never taxing, game. Game Gear fans are a bit tight for good stuff right now, and whilst Dragon isn't the exact solution to the drought, it's a worthwhile filler.

IT'S THE STORY OF MY LIFE...

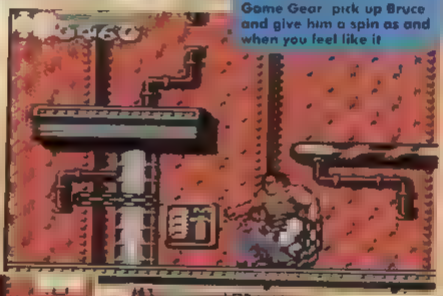
Unlike the Megadrive game Game Gear Dragon's levels are loosely based on large parts of Lee's life as opposed to specific fight sequences. As such the first level sees a young Bruce fighting his way across the steamer taking him from Hong Kong back to his native America, whilst later on the game jumps forward a few years to the set of 'The Big Boss.' Each stage is made up of three smaller levels, with a larger fighter acting as a level 'Boss.'

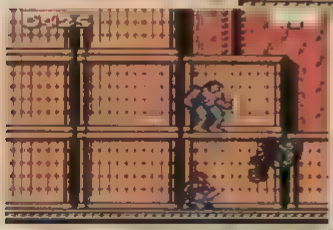
AGON

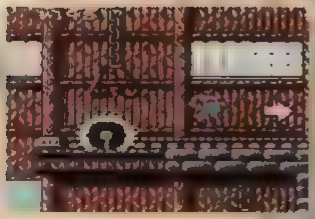
CE LEE STORY

BEHIND YOOOOOU!

As befits a martials arts legend Dragon presents Bruce with more hazards than the likes of Van-Damme and Seagal could ever cope with. Band saws, spiked pits and an assortment of chain and weapon-toting fighters and ninjas. Bruce's energy is displayed as an energy bar to the top-left of the screen, and is whittled away whenever he concedes a punch or lands on someth ng sharp







ON MASTER SYSTEM, TOO

The Master System version of Dragon is identical in content to that of the Game Gear. In terms of levels the two games are exactly the same, but for some reason the Master System version seems to run a little slower. It also suffers from the Exploding Fist syndrome of the handheld game where every foe can be felled with a sly leg-sweep. As such we're going to award it
76%

COMMENT

The fact this is totally unconnected with the Megadrive Dragon is a good thing. The closeness is bears to Virgin's own Robocop vs Terminator is not so good. Like RVT, it's nippy, slick and reasonably playable. The graphics ain't too bad as well. But in common with too many Virgin games of the mo it's a bit too easy. Play it only on hard, and even then another notch on the challenge ratchet would have been nice. All in all, it's rather well suited to the Game Gear: pick up Bruce and give him a spin as and when you feel like it

GRAPHICS 74

▲ A nice variety of small sprites.
▼ The backdrops don't change a great deal.

71

▲ Nice introductory tune, and more than adequate sound effects.

PL[illegible]ITY 85

▲ The simplistic gameplay means it's a doddle to pick up.
▲ New hazards are constantly added throughout the game.

LA[illegible]LITY 73

▲ Some of the bosses are tough, and [illegible] and more hazards make it a toughie.
▼ The levels are a little similar, and this hardly inspires progress.

[illegible] 80

▲ Not an accurate license, but a playable game for a reasonable price and that's what counts.

O[illegible]ALL 80

Simplistic but playable stuff. It no awesome shocks, but one of the most enjoyable Game Gear platformers for quite a while.

STA THE NEX

1 PLAYER

GAME TYPE: ARCADE ADVENTURE

PRICE: £59.99

BY: SPECTRUM HOLOBYTE

RELEASE: IMPORT

CONTROL: JOY PAD
CONTINUES: BATTERY SAVE
SKILL LEVELS: 1
RESPONSIVENESS: ADEQUATE
GAME DIFFICULTY: HARD

N/A

The game is licensed from the characters and elements of the TNG television series, created by Gene Roddenberry.

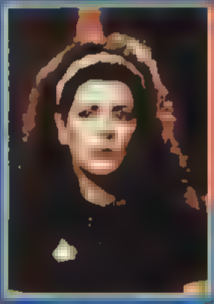
Save the Galaxy from destruction at the hands of the FBI. Perform the duties of a Starfleet craft.

The century, the twenty ninth, will be the one for exploration, for explanation; for reconciling the paradoxes of the known galaxies; for discovering that which is unknown.

Starfleet is committed to this endeavour through its non-galactic armada. We are not the 'Space Police'. On the contrary, the maintenance of the Prime Directive, forbidding unnecessary interference in other cultures, is

conciliation and security to these within the Federation.

Nevertheless, our ways, like the Galaxy Class Enterprise under the command of Capt. Picard, are ever vigilant for threats to this security. Only a quarter of this Galaxy is known to us, and the influence of mankind is limited even in this narrow sphere. But we are ready.



COMMENT

GUS

Spectrum Holobyte have made an admirable job of creating an original game concept out of the material provided. The Next Generation provides a wealth of background, and the detail contained in the ship's computer is just one illustration of how it has made its way into the game. The presentation is also adequate, even if the graphics are not cutting-edge Megadrive stuff. It also gives the impression of a being a massive game. The downside is that it's frequently long-winded. The away team segments, especially the mining one, involve a lot of back-tracking and fruitless searching. Space battles are also in quite short supply. All this prevents this being a great game, but it's certainly a good one

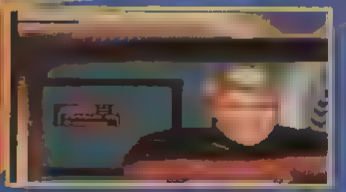
R TREK
KT GENERATION

TERRA INCOGNITO

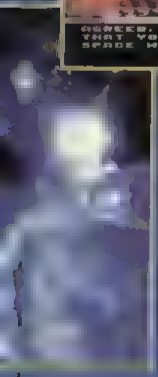
[illegible] members for the team is [illegible]

[illegible]sennell, a Commander, and a trained medico[illegible]

[illegible]oway team



Even in the 23rd century, the side-parting rule[illegible]



UNIVERSE IN PERIL

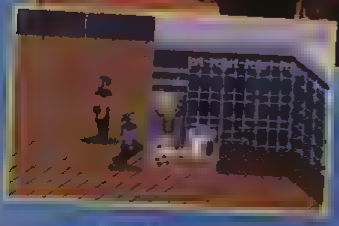
The TNG series has covered so[illegible] much territory in its seven season run, that any game couldn't[illegible]

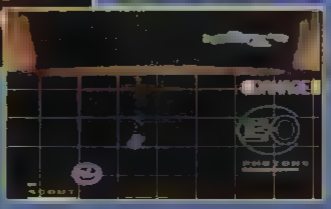
[illegible] more objective

HOP, SKIP, JUMP

[illegible] you on the right track (if not, Picard's leg can[illegible] normally again!

CIRCUITRY

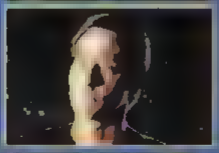




COMMENT

STEVE

THQ developers are to be congratulated for managing to incorporate so many of the TV show's ingredients within the game. However, somewhere along the line, the action has suffered as a result. TNG fans will no doubt poop their pants over the many programme references, and this will be enough to entice them into the actual missions. But more casual fans may not be able to put up with the often repetitive gameplay. Exploring planets is a little tedious at times, and even the space battles aren't all they could be. That said, TNG is an entertaining mix of game styles which is essential for fans of the series, and worthy of a look from anyone fancying something a tad different.



GRAPHICS

74

▲ The scrolling keeps across a nifty.

▼ Even if the characters are all static. The game's colour scheme is quite dowdy.

SOUND

67

A couple of well-used tunes. The effects have been used: transporters, tricorders and more.

▼ The tunes are horrible renditions of the TV music.

PLAYABILITY

75

▲ Great depth to be had, and the game doesn't spoon feed you.

▼ It's slow to get into, and there's less action than you might expect.

LASTABILITY

80

▲ It's going to take a while to crack this baby.

VFM

77

▼ The cart is overpriced, but that's due to a full 16MEG of memory.

OVERALL

79

Full marks in the ingenuity stakes, and not a bad little effort for the role-playing

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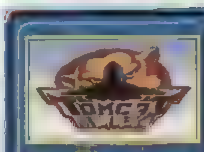


PLAYERS: 1

GAME TYPE: SHOOT 'EM UP

PRICE: £49.99

BY: SEGA

RELEASE: MAY

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 2
RESPONSIVENESS: GOOD
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

COMPLETE MISSION 2

Developed as an original Interactive Movie, Tomcat Alley's scenario is very Top Gun in flavour.

GAME BREAKDOWN

Down all the designated targets and return alive from each mission.

It's so incredibly risky, you shouldn't even consider it. You'll be out on a limb, no one to protect you, and it could live with you for the rest of your life. Many have tried — but few have come back with even a vestige of honour and dignity.

Okay, so you INSIST on being an actor in a Mega-CD interactive movie. Don't say I didn't warn you. Here's one: .Tomcat Alley. It's like that Tom Cruise movie, er, Top Gun. They were even going to get Kelly McGillis, but she's doing panto. Listen big mouth, you can forget your Stanislavski — You basically take to the skies and blow the crap out of anything with wings. But it's a serious movie, you know? It raises issues. Pity no one will appreciate it as art.

tomcat

▲ The cost of this plane could feed a 3rd world nation!

COMMENT

STEVE

It's hard not to be impressed by Tomcat's brilliant FMV scenes, and some of the action scenes rival those of Top Gun. However, as is becoming the norm with these 'movies on CD', it's only a matter of time before the links become repetitious and it comes down to the gameplay to save the day. This time, though, things are a little different — Tomcat Alley is quite an addictive blast. Granted, there's not a massive amount of interaction on the player's part, but the atmosphere generated by the conversations between your wingmen add a sense of urgency to the missions. Similarly, although most of the blasting is just a matter of putting a crosshair on a target, this is never as easy as it sounds and adds to the challenge. This still isn't the perfect CD game, but it's a lot closer than Sega have got before...

FLY BY WIRE

Lucky Tomcat pilots use an advanced HUD (Heads Up Display) that oversees all the functions normally associated with [illegible] on the [illegible] the display.

SMALL MISSILES
These are the standard sidewinders armed for all sorts of aliens. Your plane carries up to 15.

LARGE MISSILES
More powerful, these missiles are reserved for larger targets. They take longer to 'lock-on'.

AIR/GROUND
This control toggles between air and ground targeting.

RADIO
Occasionally you need to respond to a message from base or your wing-men using this control.

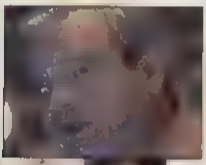
CAMERA
Activate recording on reconnaissance missions with this icon.

EVASIVE
Your Tomcat comes fitted with electronic anti-missile technology. It's activated from here. You are limited to nine 'evasives' per mission.

t alley

LIVING SOAP

To make you feel you're flying with real buddies, and not just dummies in uniform, the goodies have personal lives. These are developed in the video sequences between missions. Your navigator, Dakota, has the serious hots for the hotshot female of the squadron, Ratchet. Watch his pathetic attempts at getting a date. There's also a bullish commander, who looks like Father Dowling.



◀ *It's not quite Charlie's Angels, Bosley. But that's no bad thing...*

TRIGGER HAPPY

The game is a mixture of reflexes and non-interactive film. First select a 'waypoint' from the HUD, then one of the enemies to chase. You'll see a plane in front, which you try and 'lock-on' to with your crosshair. Split-second timing is needed to successfully shoot down a Mig. Miss and they might have a chance to shoot you.

◀ *This is a bang.*

COMMENT

GUS

Interactive movie time again, but this one's more like interactive MTV. The film cutting is slick and fast, with brilliant use of the Mega-CD's access. Also, the Cinepak FMV shows another gradual improvement in quality. With the standard limitations of the format, it's not hugely interactive, more a reflexes game. I would have been happier if you had a chance to select various evasion routes rather than be presented with a limited number of avoids. However, it's an original concept, executed well and once more inferior CD hardware comes up with something better than the tawdry CD-i can manage.

SNAFU

Missions vary from taking out bombers to getting pictures. Later missions lead on from their predecessors. One involves taking out a bridge you already photographed. It's sometimes necessary to fly a rescue mission if your wing team is brought down.

GRAPHICS

92

▲ Best Cinepak FMV ever? We like to think so. Fast rotting of [illegible]

SOUND

91

▲ In the air, the confusion of battle is simulated by great FX.

▼ The music is appalling 'Rocky Horror' style stuff. CD quality is sometimes poor.

PLAYABILITY

76

▲ Fast and rather furious to begin with, it carries you as Interactive Top Gun.

▼ Limited and slightly repetitive gameplay over the succeeding levels.

LASTABILITY

69

▲ By mission four the 'window' of tolerance is very narrow. Much practice will be needed.

▼ The active elements of the game are limited.

VFM

77

▲ A full CD of video of a reasonably high quality.

▼ Showpiece games like this are more of a games-player's luxury.)

OVERALL

75

The Mega-CD surprises once more with a technically impressive showpiece. But the qualms about lasting value remain.

Sensible SOCCER

The pursuit of footballing excellence continues with Sensible Soccer CD. The Megadrive cart was a No.1 hit for Sony, amidst an otherwise patchy year. It was also a truly deserving success, against the chilling backdrop of releases like Pele Soccer (will we ever let Accolade live that down?).

As Take That sagely put it in their song, "everything changes but you". At first glance Sensi CD would appear to a copy worthy of the Sensible Canon. Do deeper benefits lie beneath ownership of the shiny disc version, or is this just the second round replay?

PLAYABILITY

Most of the game options and controls are preserved, and differences in play are barely detectable. Sensible is still a fast-moving, high-scoring easy-to-play game, attracting the same admirers and its occasional detractors.

COMMENT

nothing happened. Then, after

started roaring! There's only a second delay between the action and FX, but it's rather odd when the crowd go 'aah' when nothing is happening! Aside from that, this is just as playable as the cart.

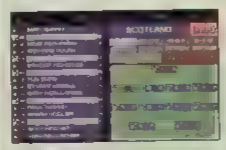
COMMENT

GUS

the end product proves me right. However, no worse, since Sensible Soccer is a great soccer game and no harm has come to it. Most of the gripes mentioned in the sort review have not been tackled, notably a lack of experimentation with the graphics. No one with the original should even consider this, of course, but those who missed it might.

MUSIC / FX

Sound is one of the main areas of change to the CD version. Using the CD as an audio access source, games are accompanied with the life-like noise of the terraces (Tranmere Rovers, actch). Chants, songs, and individual voices may be picked out, and climactic moments find a response from the 'crowd'. The only snag lies with the disc access. The slight delay means the crowd response lags behind a goal. Not a big point, but it adds a surreal edge to the game.



▲ *Scotland, Scotland, on ye march!*

INTRO

A presentational addition is the stadium fly past, performed just before each match. There are several stadia, depending on whether a local, national or international match is being played. Then the players get to walk along the tunnel to the pitch. Sadly, the effects are over in seconds.

GRAPHICS	63
	No major graphical improvements in this CD update.
SOUND	83
	The CD crowd noise is authentic but has a disappointing delay.
PLAYABILITY	90
	Still the most instantly playable football game.
LASTABILITY	88
	Sensible reveals itself to have surprising long term appeal.
VFM	86
	Not a great deal more for a little bit less. A fair deal.
OVERALL	90
	Still the second greatest football game. Still a firm favourite. Still Sensible.

1 PLAYER

TBA

SEGA

RELEASE JUNE

DIFFICULTY

ECCO THE DOLPHIN

MEGA GAME

COMMENT

GUS

This delightful conversion is even more appealing in that it adds a game style to the Master System's large catalogue that it didn't previously have. There's no other 8bit equivalent for Ecco in terms of depth, detail and enjoyment. The dolphin handles beautifully, and the newly designed level layout starts to test the player much more immediately. This looks much like the Game Gear version, but I felt that the screen area was just too small to play satisfactorily on the handheld. On the other hand, this is sub-aquatic bliss.

T... delights. Especially ... But the worldwide success of Ecco the Dolphin on Megadrive ... appealed the advice of their ... an even ... MEAN MACHINE ... Similarly impressed with Novotrade's first game, lavishing abundant praise and a 96% rating. Wisely, Sega have chosen Novotrade to pilot the Master System through the treacherous waters of conversion. The spirit and ... graphics ... and sequences ... Ecco plans ...

SENSURROUND

... communicates using sonar ... directed at other ... (not fish — he just eats them). The Sonar beam also triggers puzzle switches and, together with the swim button, becomes a weapon. Arguably its most useful function is providing a circular map of the surrounding cavern.

▲ The legendary leap. Lots of dolphin acrobatics crop up as the plot ...

FEEL

Ecco's gameplay garnered praise for its originality. It's a combination of puzzle solving and learning to control the dolphin's fine controls. The Master System Ecco is just as flexible as the original and ... loops and somersaults are all ... Possible.

GLYPHTERS

Progress in Ecco is governed by Glyphs, mysterious crystalline prisms ... the underwater caverns. 'Key Glyphs' provide a hidden signal that empowers Ecco to remove other locked prisms. A few glyphs provide essential information when Ecco 'talks' to them ...

COMMENT

STEVE

Master System owners have had a bit of a rough time of it recently, but this conversion of Ecco should more than make up. Ecco is a massive game full of depth and fresh ideas, and in addition to all this it's completey original — including the layout of the caverns! Master System owners fed up with their current collections, should get it now.

GRAPHICS	90
▲ A great dolphin sprite, especially with Ecco's range of movement.	
SOUND	81
▲ Some great dolphin songs and sound FX.	
PLAYABILITY	92
▲ Immediately taxing, for mind as well as fingers.	
LASTABILITY	90
▲ A large game with many enjoyable surprises.	
[illegible]	92
▲ One of the best produced products of the year. It's a buyer's product.	
OVERALL	92
In it's way, just as stunning as the Master System as it was on the Megadrive. A great song of the sea.	

CHAMPIONSHIP POOL

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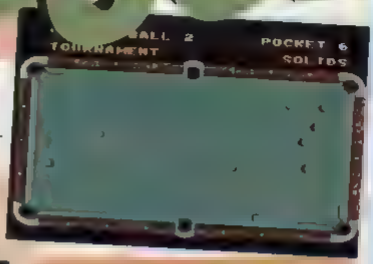
RELEASE IMPORT

GAME TYPE SPORT

Pool has always been associated with bad living. Once termed 'a misspent youth' (a criticism now usually reserved for video games), pool evokes visions of smoky rooms, grimy pint glasses and large pot-bellied bikers wearing Metallica T-shirts. A rather accurate description actually, but what would you rather have? Spotty Steve Hendry and the paunchy middle-aged Snooker nerds? Nay thanks!

If you are too scared to get mum's new trainers scuffed by entering an iniquitous den of a Pool room then I suppose this is the safe



GRAPHICS 51
Drab. Simple balls and holes, and uninspiring presentation screens.

SOUND 56
Horrendous tunes, just like the grating 'Side Pocket' music.

PLAYABILITY 56
The pre-aimer seems to take away the skill, and the point.

LASTABILITY 50
The options extend game life. But it isn't an attractive holder.

VALUE 44
A bad idea, when you consider the price of a real Pool game.

OVERALL 51
Pool for the most desperate of social inadequates.

POCKET BILLIARDS

Pool comes in many forms. The most common is called 'Eight Ball'. Played with fifteen balls, players choose to pot either solids (numbers 1-7), or stripes (9-15). Whoever pots their quota first has to sink the black to win.

COMMENT

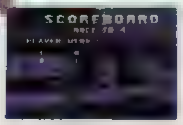
There's no more spectacular about this conversion at all. To make Pool work on a console, needs a more radical approach than is shown here. In the end, Championship Pool gives you near total control of all factors, except those in the game itself. Variations, replays, spin are all catered for, but the actual gameplay is not that satisfying. I really advise anyone who likes Pool to get out to a real club and play it. £40 buys a lot of games.

COMMENT

Whilst Championship Pool features realistic ball movement and plenty of options, playing it on a Megadrive was never going to be as good fun as the real thing. Mindscape have tried to incorporate loads of different games styles to counter this, but at the end of the day it still results in a rather tedious [illegible] If you want to play PBool, stick with the real thing. Like fruit machines, you're never [illegible]

THE PINK

This game has more variations than the average Haydn sonata. Each is a subtle twisting of the rules. Some use less balls, others feature a time limit, and others require you to name the ball before you pot it. There's also a 'party option for up to eight players, or a Tournament set over US cities.



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THE FUTU STARTS H

Not since the first rumblings of a 16-bit console emerged from Sega's Japanese offices has there been such excitement in the video game market. Whilst eagerly-awaited games come and go, new developments on the technology front cause much more of a stir. The Saturn rumour mill began nearly two years ago with stories circulating of a 32/64bit system boasting a CD drive and capable of producing games even better than those of any arcade. During this time reports have stated that it would/wouldn't be Megadrive compatible, it would/wouldn't be 64bit, and Sonic/Mortal Kombat/Virtua Racing would be the first game for it.

It was at last January's CES that the dreams became a reality, as the first pics of the 32bit Saturn and concrete details were unveiled — along with the first games for it: Virtua Fighters, Virtua Soccer, a nameless platformer and a shoot 'em up. And — gasp! — Daytona Racing. And then came the Mega-32 — an add-on for your Megadrive which offers semi-Saturn compatibility.

The Mega-32 plugs into the top of a Megadrive rather like the 8bit Power Base, and Sega aim to have it in the shops in November for a meagre £150. The machine is compatible with both the Megadrive and Mega-CD, and Sega claim the new unit's processing power will give CD users the VHS-quality FMV they have craved.

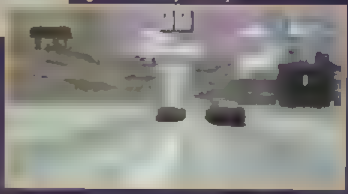
Everybody is eagerly awaiting the 32bit stuff, ourselves included, and most of the major software houses and developers are readying themselves to jump on the 32-bit wagon. Psygnosis, Acclaim, Virgin, and Core (amongst others) are busy planning for the future, so we spoke to those in the know about their plans for the Mega-32 and also take a closer look at three of the biggest games set to coincide with the unit's release.

DAYTONA RACING

If there's one game everyone wants to be able to play at home, it's Daytona Racing coin-op. Never before has there been a game so graphically detailed yet so playable, and Sega's Mega-32 conversion is even faster than the arcade game! The Daytona coin-op differs from the likes of Virtua and past road racers in that it is the most realistic-looking game yet. As the cars whizz around the assorted circuits, light reflects off their surfaces and the graphical detail is so intricate it's possible to see the tread on the tyres! Similarly, the cliffs, trees and rocks which make up the backdrops are equally detailed, creating a movie-like feel to the action.

The Mega-32 conversion contains all the coin-op's impressive features, and is currently 60% complete. All the racing graphics have been completed, and Sega's Japanese coders are now busy ensuring the game logic is correct — including the original's spectacular crashes — whilst adding a series of options screens and generally tidying the game up. Sega are aiming to have Daytona Racing ready for the Mega-32's launch in November, and if the conversion gets any better it looks like we'll be having very merry Christmasses one and all...

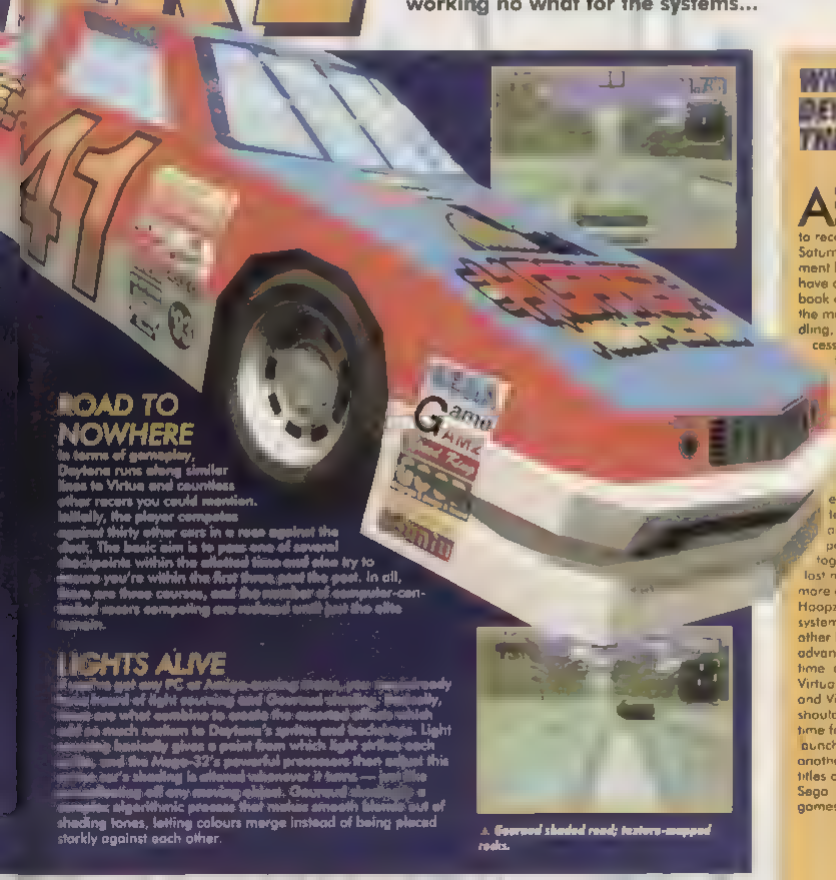
▲ The other racers show a level of intelligence unknown previously.



▲ High resolution screens showcase detail.

URE HERE

The future starts here. After much rumbling and speculation, at last Sega are ready to unveil the first games for their new 32bit machines. With the Mega-32 add-on due out in November, and the Saturn some-time in 1995, MEAN MACHINES went behind the scenes on the first titles for both and found out who's working no what for the systems...



ROAD TO NOWHERE

In terms of gameplay, Daytona runs along similar lines to Virtua and countless other racers you could mention. Initially, the player competes against thirty other cars in a race against the clock. The basic aim is to pass one of several checkpoints within the allotted time and also try to ensure you're within the first three past the post. In all, there are three courses, and the number of computer-controlled racers competing are reduced until just the elite remain.

LIGHTS ALIVE

If anything got any PC or Amiga-owning chums, you should already have heard of light sourcing and Gouraud shading. Basically, these are what combine to create the realistic vistas which add so much realism to Daytona's sprites and backdrops. Light sourcing basically gives a point from which light strikes each polygon, and the Mega-32's powerful processors then adjust this as the car's shading is altered whenever it turns — just like real-life shading off any moving object. Gouraud shading is a complex algorithmic process that makes smooth blends out of shading tones, letting colours merge instead of being placed starkly against each other.

▲ *Gouraud shaded road; texture-mapped rocks.*

WHO'S DEVELOPING THEN?

At the time of writing UK development teams are as of yet to receive their Saturn/Mega-32 development kits. However, Sega have already sent out a book of specifications on the machine's sprite handling, palette and processing power, and from these a number of teams have put together a series of sketches [illegible] games. As we understand it Acclaim and Virgin's US developers are the only teams with 32bit kits and they are in the process of putting together Duel — see last month's news for more details — and Hoops respectively for the system. Sega on the other hand have a slight advantage in terms of time and Virtua Fighters, Virtua Soccer, Daytona and Virtua Racing Deluxe should all be ready in time for the machine's launch along with another 25 home-grown titles and, according to Sega, 30 third party games.

THE REST...

Duel: A small demo exists in which a humanoid character uses whatever objects come to hand in a fight to the death. Acclaim used real actors linked up to movement analysis computers to ensure the animation was as realistic as possible. Acclaim are also using Sega's 32bit system as an entry point as a coin-op manufacturer.

Batman Forever: A new licence (of the third Batman film no less) and one for the 32bit systems late next year. Acclaim's American division have put together a rather smart Alien demo, but whether this will evolve into something else isn't known.

Creature Shock: A few PC shots of this have appeared elsewhere, but Argonaut are awaiting their kit so the Sega conversion can begin. A morphing alien is attacking a space station, and as part of a tough marine corps you've got to sort it out. Creature Shock resembles a 3D Operation Wolf style blast from what we've seen of the PC version, but we're told there's a lot more to it.

A few sketches have been put together for an as yet-nameless 3D blast.

Kick Off 3: Well, it's set to appear on every other format known to man, so why not the Mega Drive?

VIRTUA FIGHTER

Virtua Fighter II hasn't yet arrived, but Sega's beat 'em ups hang up to date by making it possible to [illegible] in full, multi-polygon, textured, shaded glory. Jacky, Sarah, Akira and the rest of the Virtua Fighter crew would have killed for it, but now they've got their heads on the third dimension...

Although the basic idea of Virtua Fighter is the same as that of any other beat 'em up you have ever played (best of three timed rounds, etc, you know the sort of thing), it's the gorgeous fluidness which has to be seen to be believed. As the moves were created using 'real' fighters, and were motion captured, even their sprites' every muscle could ever have. Over 1000 polygons go into each fighter, and these are then light-shaded and coloured to create images which resemble surreal cartoons.

The Mega-32 version of Virtua Fighter is identical to that of the coin-op, and Sega are also rather proud that the home version runs even faster than the arcade game! We're all massive Virtua Fighter fans here at MEAN MACHINES and, as such, can't wait to get to grips with this version. As soon as we've seen it, so will you...

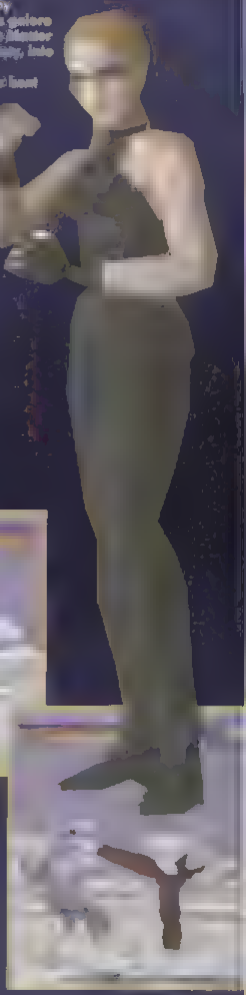
▲ Jacky performs a bum-numbing down

WHAT'S TODAY'S SPECIAL?

There [illegible] in all, each with an individual style and a series of [illegible] Jacky, [illegible] adept [illegible] on fallen opponents' stomachs!

LET'S SEE THAT AGAIN!

One [illegible] 'Action [illegible] action [illegible] each game a series of new viewpoints are given during the action replay — including an extremely impressive behind-the-head view of the proceedings. Just watch those kicks hit home!



▲ When blows connect, they really feel like they connect.

▲ Lee in the knockout location of Images.

▲ Rya collapses defeated.

▲ This flash tells you what you already know.

The intricate polygon floor.

Saturn! Imagineer have yet to start KO3 s 32bit development but they aim to have it in the shops at the time of the machine s release

KONAM

Apparently the Japanese development division have taken delivery of the first kits but news of what they re up to has yet to be revealed

[redacted]

Croydon-based Probe are currently working on the preliminary design of ten games for the machine Disclosure agreements mean they can't reveal exactly what, but secondary rumours indicate that Acclaim s **Judge Dredd** and **Alien Trilogy** licences make up two of them So far, the programmers have put together six months worth of preparatory work, and Probe were expecting their development machine by the start of June

PSYGNOSIS

Scavenger 4: Exists in an early PC CD version as a series of static images, but actual gameplay has yet to be designed Psygnosis are as committed to Sega's 32bit machines as they are to the PC CD format and, as such, any

games announced for the later will eventually be converted

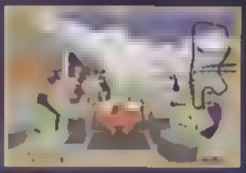
Daytona Racing: See main Preview
Virtua Fighters: See main Preview
Virtua Soccer: Imagine FIFA viewed from an assortment of Match of The Day angles with the screen cutting to give the optimum view of the action. Voila! Virtua Soccer
Knight Game (title to change): A stunning-looking platformer starring a clockwork knight making his way through a puzzle-filled world of toys. As the knight stumbles across objects the view changes to give a better look at what they are. Stunning
Dragon Flight (title to change): The best example of the 32bit machine's screen update capabilities yet. The player guides a dragon and its rider to and fro across a fractal landscape shooting the oncoming enemy sprites. The dragon can be viewed from a number of angles and the detail makes PC flight sims look like a Spectrum game

Hoopz: Virgin's first 32bit title is a Basketball sim. Apparently the US HQ has a complete office given over to its development and the game will feature massive sprites and a series of games viewable from a succession of viewpoints
Creature Shock: See Argonaut
Virtual RPG: Expect the title to change, but it seems this will be the first RPG for the system

VIRTUA RACING DELUXE

▼ That tunnel, Day Bridge. Soon it will.

So, you've bought your copy of Virtua Racing for the Megadrive and have been suitably impressed by the its playability and fast vectors have you? Well, cop a load of these screenshots, and prepare yourselves for Virtua Racing Deluxe.
With the Mega-32 using the same hardware as the Virtua coin-op, Deluxe is a carbon copy of the spectacular Sega arcade game, with the three tracks recreated in every detail. Virtua Racing Deluxe isn't just a conversion: it IS the arcade game. The coin-op quite literally will be brought into your homes, but we at MEAN MACHINES reckon it's the car will probably be stolen by Daytona. Even so, this is going to be one hell of a conversion...



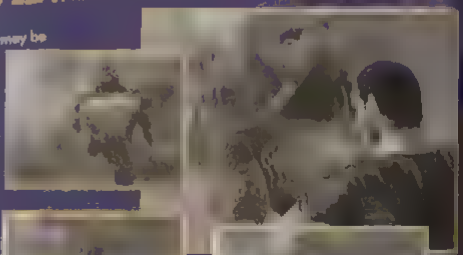
One second to the start of mayhem.

▲ The cockpit view is going to blow you away.

SO WHERE DOES THIS LEAVE THE SATURN?

▼ Take no notice of him, away [illegible]

With the Mega-32 set to plug into our Megadrives later this year, you may be Sega's [illegible] likely to be [illegible] time of writing, [illegible] ed. A [illegible] set, its [illegible] even the [illegible] months [illegible] fact, Sega [illegible] have a [illegible] rumour, Sega are currently looking at how the Saturn will measure up against Sony's forthcoming PS-X system, and this in turn will determine the entry level they decide for their machine. Whatever they decide to do though, we'll let you know.



▼ Do you look at my [illegible]

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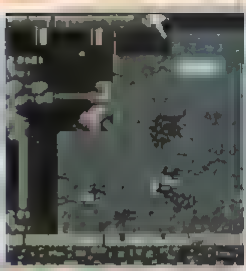
Hardcore is still in mid-development, so a plot line hasn't been firmed yet. However, due to the ultra-violent manner of the gameplay and the story screens already inserted, it should cover an alien invasion line, with you playing the crack commando out to free one of the Earth's colonised satellites from oppression.

The six levels of action feature three changes of scenery. Only the first is up and running and it looks very nice, thank you, with intricate metallic bas-relief backdrops plus the heavily-armoured main character. Several weapons will be programmed into the game, which will be needed with this amount of sprites flying around screen.

Hardcore is determinedly non-linear in design, making players think their way through the game. Access to different areas of the base depends on finding and activating door switches, and some of the base defenders appear as characters to be rescued. Hardcore is looking lean, mean and ripe for review in a future MEAN MACHINES.

Fancy a bit of Swedish hardcore? Just before you reach for the [illegible] Turrican II's got nothing on this. Psyggies have lined up.



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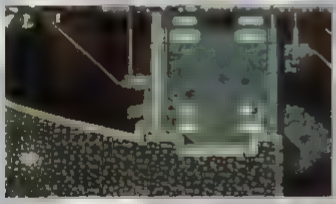
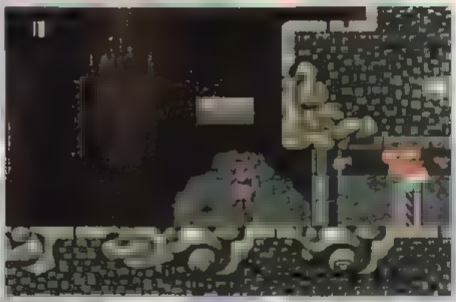
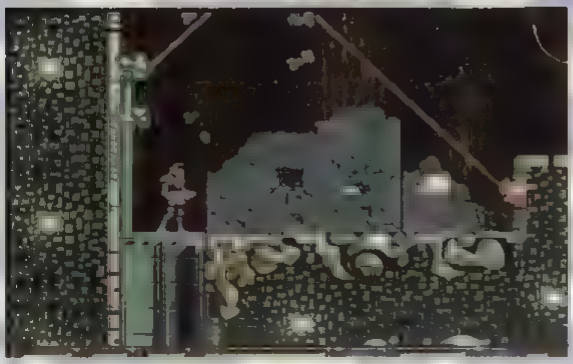






Small details abound, like using the blast doors to smash alie

ELECTRIC DREAMS

The developers behind Hardcore are Swedish team, Nucleus. An unknown quantity on the Megadrive, they have received acclaim for their [illegible] games. With these successes

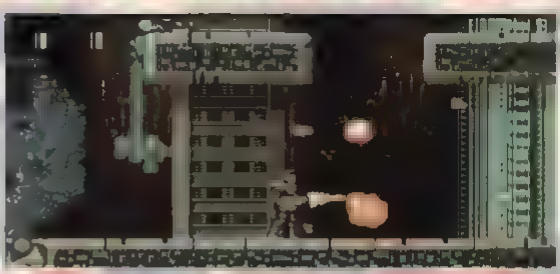
UK developers. But only two believed to contact them! The first that one was Psygnosis

Hardcore as a joint Megadrive/Amiga proj

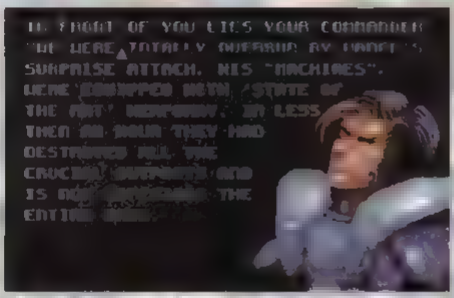
Reveal, though, how the Megadrive game has the edge over its computer sibs: "Programs have more things on-screen on the Megadrive than you can on the Amiga. So the Amiga version won't see quite as much action".

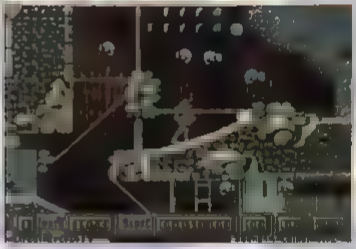
CRACKER

Hardcore is being packed full of secrets for eagle-eyed players to discover. At the moment many power-ups are hidden in roof caches revealed by shooting cracks, but more devious hiding places are planned. On the first level, using baddies as stairs instead of shooting them yields rewards.



HARDCORE

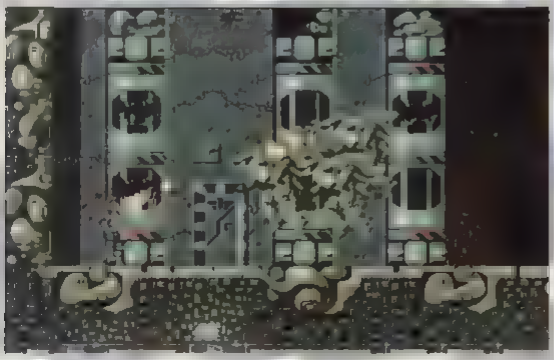




There's money to be made with these natty ice-screens

PROVISIONAL LICENCE

In addition to the side-scrolling levels, one [illegible] takes the form of a Jeep mounted with a large [illegible] cannon, and a brief to destroy everything [illegible] enjoyable as possible. Concerns about memory may mean this level only ever sees the light of day in the proposed Mega-CD version.

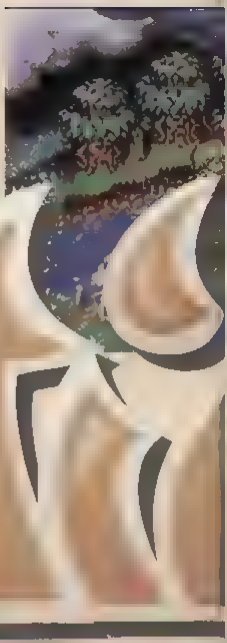


▲ *A selection of guns is to be offered — every one a killer, baby.*

Psygnosis have got Mario in their sights as Flink, their new platform-leaping hero, makes his Megadrive debut. Originally entitled Troll, Flink first appeared in Mean Machines several months ago in our news pages. Since then, though, Flink has undergone several changes adding a more arcadey feel to its once puzzle-laden levels.

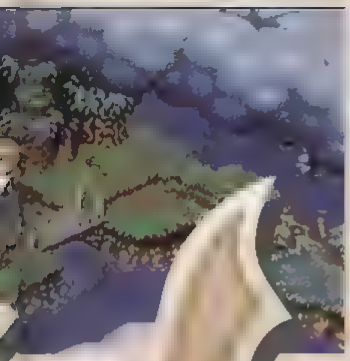
An evil demon has smothered Flink s village and the surrounding area with a blanket of smog. As a typical video game hero, Flink embarks on a mission to chase the fog back to its source, and this involves leaping and jumping his way to the end of each scrolling stage. As he does so, he encounters the locals who have been turned into maniacs by the fog, and these must be avoided or killed — either by jumping on them or by lobbing objects at them. In all, Flink's journey spans six themed worlds made up of fifty-three levels, each of which throws up more and more vicious foes

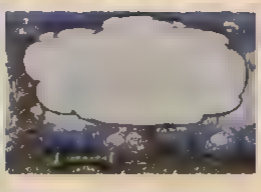
The version of the game we played was roughly 80% complete, with the main bulk of the graphics up and running However, the game got too hard too soon and Flink's German programmers are busy tinkering with game engine to rectify the problem Flink is set to leap on to your local software emporium's shelves sometime in September. Expect more news between now and then

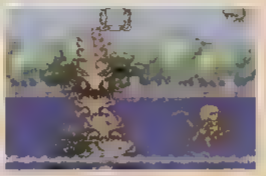


TAKE ONE EYE OF NEWT...

One of the game aspects [illegible] consideration is Flink's spell-casting [illegible]. As Flink meanders across the [illegible] he comes across shopkeep traders carrying large rucksacks on their backs. Jumping on these guys stops them in their tracks, and repeating the process adds whatever they were carrying to our hero's inventory. These items are then used at predetermined points in the game — for instance, at one stage Flink needs a shrink spell so he can enter a tiny entrance — by calling up a cauldron and mixing them together. Getting the exact recipes, however, is another story...





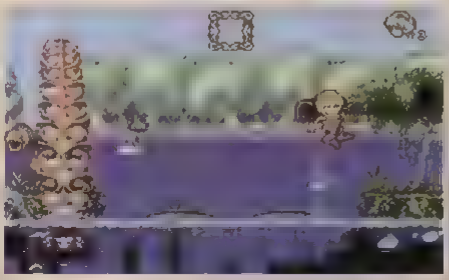


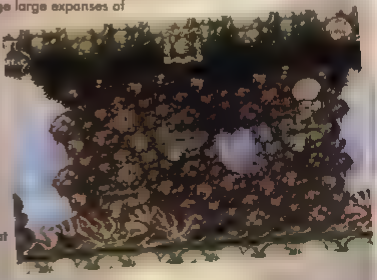
A WALK ON THE WILD SIDE

The [illegible] up within a [illegible] like smog to [illegible] starts in [illegible] ually takes him through some outland [illegible] ships, a river setting, a rockface [illegible] and into the very heart [illegible] of the [illegible]. As he does so, the enemies he faces [illegible] alter to blend in with the [illegible] most [illegible] changes [illegible] zombies [illegible] to snake demons, spinning devils and shield-bearing warriors.

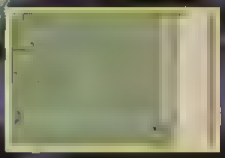
CLUES

It's obvious that the game's programmers have looked to a certain Brooklyn plumber for their inspiration — not least for Fi nk's wide assortment of platform styles. All your old faves are there: collapsable ledges, rotating ones, and even good old lilypads to bridge large expanses of water. Several rather neat new ideas have also been incorporated, though, including what appears to be an ordinary climbing vine, but is revealed to be a monkey s tail — with a suitably pained simian at the top!





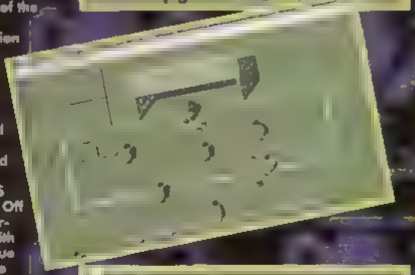
GOAL!

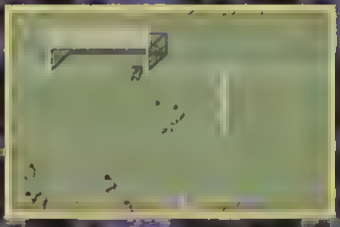


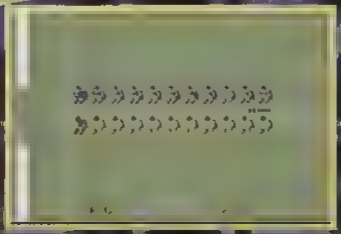
Had enough of footy games yet? Virgin hope not, as they are currently just tidying up their conversion of the Amiga hit, Goal! Written by the guy responsible for Kick Off all those years ago, Dino Dini, Goal! uses the same game engine but has been tidied up for the Megadrive.

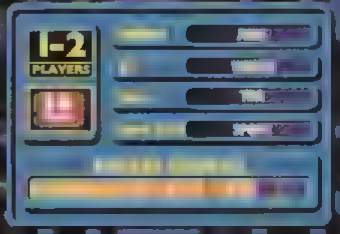
Goal! uses Kick Off's overhead viewpoint but with one major addition — the screen now zooms in and out of the action. Thus, whenever the game is ready to put the ball into play, a distant view displays the position of your colleagues before the sprites are tripled in size to give a better view of the action. Similarly, should this prove too confusing, a quick prod of the Start button returns the screen to one of the normal modes.

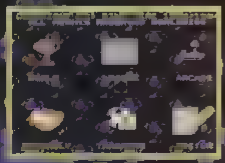
Besides the added action [illegible] a remarkable resemblance to the excellent Amiga version of Kick Off II. Dino has opted for realistic control which keep the ball [illegible] ahead of a player, but has included a better trapping and passing system than US Gold's limp Super Kick Off conversion. Goal! is currently 75% complete with Dino busy adding league and cup competitions to complete the game. Thus, with a full review should be forthcoming very soon.

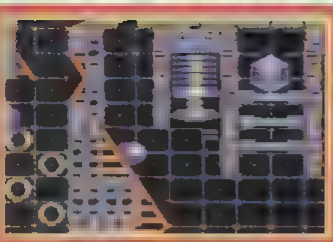




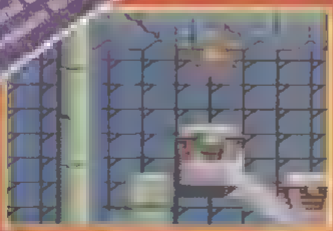


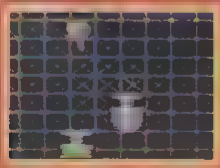


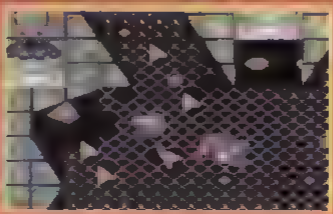




SONIC SPINBALL







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CONSOLE CONNECTIONS ..... PAGE 69
DANIELS ..... PAGE 83
DIXONS ..... PAGES 30 &31
DOMARK ..... PAGES 43 &45
ELECTRONIC ARTS ..... PAGE 19
FLEETWAY ..... PAGE IBC
GAMES EXCHANGE ..... PAGE 69
GAD GAMES ..... PAGE 59
GET REAL MULTIMEDIA ..... PAGE 82
GAMESWORLD ..... PAGE 82
HOME GROWN PRODUCTIONS ..... PAGE 75
INTER EURO TRADERS ..... PAGE 75
JOE COOL JEANS ..... PAGE 89
MANGA ..... PAGE 98
MEGA EXCHAMGE ..... PAGE 75
MEGA MART ..... PAGE 81
MUSIC 4U ..... PAGE 96
MICROMAZE ENTERTAINMENT ..... PAGE 82
NEW AGE ELECTRONICS ..... PAGE 83
NBA COMPETITION ..... PAGE 23
RITZ ..... PAGE 35
SPECIAL RESERVE ..... PAGE 55
SYSTEM GAME ..... PAGE 69
SIMPLY SOFTWARE ..... PAGE 96
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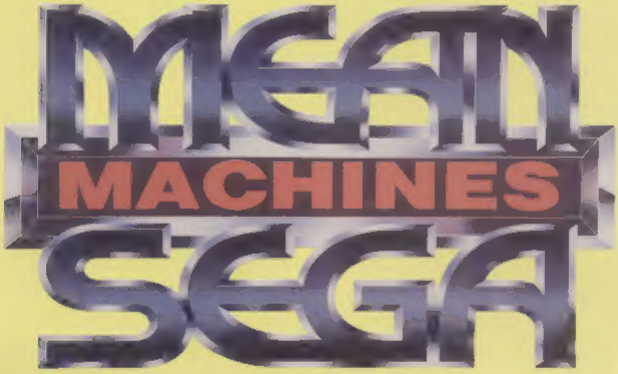

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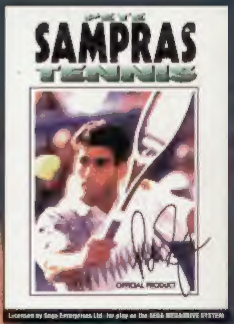

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